## 1992 LOS ANGELES RAIDERS TRAINING CAMP SCHEDULE
## RADISSON SUITE HOTEL - OXNARD, CALIFORNIA

| | |
|---|---|
| DATE(S): | JULY 12, 1992 - 1ST GROUP REPORTS<br>JULY 16, 1992 - 2ND GROUP REPORTS |
| TEAM OFFICE: | ROOM 1813. |
| MAILING ADDRESS: | LOS ANGELES RAIDERS<br>% RADISSON SUITE HOTEL - SUITE 1813<br>2101 W. VINEYARD AVE.<br>OXNARD, CA 93030<br>(805) 988-0130 |

**DAILY SCHEDULE:**

| | |
|---|---|
| MORNINGS | FULL EQUIPMENT WORN AT ALL TIMES UNLESS OTHERWISE NOTIFIED. |
| 7:00 AM | WAKE-UP CALL. |
| 7:15 - 7:45 AM | BREAKFAST AVAILABLE / TAPING SCHEDULE. |

**MORNING PRACTICE SCHEDULE:**

| | |
|---|---|
| 9:00 AM | ALL PLAYERS ON THE FIELD. |
| 11:00 AM | STRENGTH PROGRAM. |
| 11:15 - 12:00 NOON | LUNCH AVAILABLE. |

**AFTERNOON PRACTICE SCHEDULE:**

| | |
|---|---|
| 2:00 - 2:45 PM | INDIVIDUAL MEETINGS. |
| 3:00 PM | ALL PLAYERS ON THE FIELD. |
| 5:00 PM | CONDITIONING. |
| 5:30 - 6:30 PM | DINNER AVAILABLE. |

**EVENING SCHEDULE:**

| | |
|---|---|
| 6:30 PM | APPOINTMENTS WITH TRAINER. |
| 7:00 PM | SPECIAL TEAMS MEETING. |
| 7:30 - 9:00 PM | MEETINGS - ALL PLAYERS MUST BRING NOTEBOOKS/ PENCILS. |
| 9:15 PM | STAFF MEETINGS. |
| 11:00 PM | CURFEW! |

# 1992 LOS ANGELES RAIDERS SCHEDULE

| DAY | DATE | OPPONENT | TIME |
|---|---|---|---|
| | | PRESEASON | |
| SATURDAY | AUG 8 | at San Francisco 49ers | 6:00 PM |
| SATURDAY | AUG 15 | at L.A. Rams | 7:00 PM |
| SATURDAY | AUG 22 | WASHINGTON REDSKINS | 1:00 PM |
| SATURDAY | AUG 29 | HOUSTON OILERS | 1:00 PM |
| | | LEAGUE SEASON | |
| SUNDAY | SEP 6 | at Denver Broncos | 5:00 PM |
| SUNDAY | SEP 13 | at Cincinnati Bengals | 10:00 AM |
| SUNDAY | SEP 20 | CLEVELAND BROWNS | 1:00 PM |
| MONDAY | SEP 28 | at Kansas City Chiefs | 6:00 PM |
| SUNDAY | OCT 4 | NEW YORK GIANTS | 1:00 PM |
| SUNDAY | OCT 11 | BUFFALO BILLS | 1:00 PM |
| SUNDAY | OCT 18 | at Seattle Seahawks | 1:00 PM |
| SUNDAY | OCT 25 | DALLAS COWBOYS | 1:00 PM |
| SUNDAY | NOV 1 | –BYE– | |
| SUNDAY | NOV 8 | at Philadelphia Eagles | 10:00 AM |
| SUNDAY | NOV 15 | SEATTLE SEAHAWKS | 1:00 PM |
| SUNDAY | NOV 22 | DENVER BRONCOS | 1:00 PM |
| SUNDAY | NOV 29 | at San Diego Chargers | 5:00 PM |
| SUNDAY | DEC 6 | KANSAS CITY CHIEFS | 1:00 PM |
| MONDAY | DEC 14 | at Miami Dolphins | 6:00 PM |
| SUNDAY | DEC 20 | SAN DIEGO CHARGERS | 1:00 PM |
| SATURDAY | DEC 26 | at Washington Redskins | 1:00 PM |

ALL STARTING TIMES SHOWN ARE PACIFIC COAST TIMES

NATIONAL FOOTBALL LEAGUE

Paul Tagliabue
*Commissioner*

**MESSAGE FROM THE COMMISSIONER**

Dear Player:

On behalf of the National Football League and its 28 member clubs, I extend a warm welcome to all veterans and newcomers upon the opening of the 1992 season, the 73rd in NFL history.

Last year I issued a challenge to everyone in the League: **BE THE BEST!** My message to you this year is to work as hard as you can to be even better.

I encourage you to **BE THE BEST** because that is the standard you represent. NFL players are the very best performers of a game that America's sports fans consider the best. To the American people, you represent excellence.

In order to carry on this great tradition, we must continue to uphold important standards of professional conduct -- both on and off the field of play.

On the field, we expect good, clean, aggressive football. At the same time, we will not tolerate actions that fall outside the spirit or intent of our rules. You should be aware that we will pay especially close attention to flagrant hits or fouls which endanger the safety of players, on-field fights, and other unsportsmanlike conduct, including taunting of opponents, abuse of game officials, and public displays of obscenity. There is no room in our game for any of these actions.

Off the field, I continue to be impressed by the overall exceptional quality of the young men representing the League. You are held to high standards of behavior because of your responsibility to the millions of young fans who follow our game. I encourage all players to view this not as a burden, but as an opportunity to serve your communities at a time when they need your help more than ever.

As I do every year, I will be traveling to games each week during the season. I have had the pleasure of meeting many of you already, and I look forward to getting acquainted with many more players. If you see me, please don't hesitate to come over and share your thoughts, or just say hello.

I wish you all the best for a healthy and successful season.

Paul Tagliabue

PAUL TAGLIABUE

June 1992

410 Park Avenue, New York, New York 10022 (212) 758-1500 FAX (212) 758-1742

## LEAGUE DISCIPLINE

In addition to the discipline that your club may impose (see MAXIMUM CLUB DISCIPLINE SCHEDULE elsewhere in this playbook), you are subject to the separate authority of the Commissioner for violations of National Football League rules and policies.

The Commissioner may impose fines and other appropriate discipline, up to and including suspension or banishment from the League, for misconduct on the playing field, as well as for conduct detrimental to the integrity of or public confidence in the NFL or the game of professional football.

Some of the types of offenses for which such disciplinary action may be imposed are: betting on NFL games, associating with gamblers or engaging in gambling activities, accepting a bribe or failing to promptly report a bribe offer (see the page entitled GAMBLING elsewhere in this playbook); improper use or circulation of drugs or other drug-related misconduct (see the 1992 NATIONAL FOOTBALL LEAGUE SUBSTANCE ABUSE POLICIES elsewhere in this playbook); commission of flagrant fouls, fighting or unnecessarily entering the area of a fight while it is in progress; or other game-related misconduct.

Attached to this page is information on how several game-related violations will be handled in the 1992 season. Please read this for detail concerning flagrant personal fouls, taunting, demonstrations, throwing of footballs into the stands, and other misconduct.

Repeat violations may entail higher fines, ejection, and/or suspension.

June 1992

## 1992 GAME-RELATED DISCIPLINE

This memorandum spells out 1992 disciplinary policies for game-related misconduct by players and other club personnel. Where appropriate, previous violations will be taken into account when establishing the level of Commissioner discipline against a player and/or club.

Those areas of game-related misconduct that directly involve officiating (e.g., player safety, taunting, sportsmanship) will receive special emphasis at summer clinics for game officials and in training-camp presentations conducted for players and coaches.

### Player Safety

Although the League did not experience an inordinate number of flagrant personal fouls during the 1991 season, in the interest of player safety and to prevent an increase of violence in our sport, there will be renewed vigilance in this area by game officials this year, and Commissioner discipline for on-field misconduct will be escalated across the board.

Tactics such as forearm blows to the head of an opponent, spearing, or other use of the helmet as a weapon against a virtually defenseless player may result in disqualification by the officials. Such conduct in 1992 also is more likely to bring suspensions or substantial monetary fines ($10,000 or higher) of players by the Commissioner.

As for the scuffles and other types of confrontations that sometimes occur on the field and can broaden into brawls involving several players, the standard fine for participating in such a fight or for unnecessarily entering the area of such a fight will be $1,000. If it is determined that a player caused the fight, or that his behavior was exceptionally violent or flagrant, the amount of the fine will be higher.

### Sportsmanship

Lack of mutual respect -- including derogatory remarks and abusive physical acts by coaches, players, and other club personnel aimed at persons affiliated with opposing clubs or at game officials -- continues to be a serious concern. The NFL will not tolerate such behavior, either during games or at other times. Public criticism of officiating -- expressly or through innuendo -- is prohibited by longstanding League policy. This includes exceptionally abusive language and profanity aimed at officials during games. Any violation will be subject to an automatic fine, with the dollar amount to be determined by the Commissioner.

Coaches and players should also keep in mind that every NFL game is broadcast on radio and television, and that there are open microphones near the playing field as well as close-up camera shots that permit easy lip-reading by viewers. The League and its participants are severely criticized whenever obscene and other profane language goes out over the air. Serious incidents of this kind will warrant disciplinary action by the League.

## Taunting

Taunting of an opponent will continue to be called a foul by game officials and will warrant a 15-yard penalty. In addition, players will be fined $2,000 for a first offense; $4,000 for a second.

Any flagrant acts or remarks that deride, mock, bait, or embarrass an opponent will be considered taunting. This includes, but is not limited to, spiking the football near a defender after a touchdown, shoving the ball at an opponent, or repeated finger-pointing.

The section immediately below deals with the separate subject of player demonstrations, but players should be aware that any demonstration which engenders ill-will or provokes a belligerent response by an opponent may be called as a taunting foul, and game officials will be instructed to consider it as such.

## Player Demonstrations

The on-field officials will not call fouls during games for demonstrations by players unless such behavior constitutes taunting (see section immediately above), unsportsmanlike conduct, or delay of game.

However, if a player demonstration is considered unprofessional or in extremely bad taste, the League office will review these acts within a few days after the game and the involved player or players could be fined. The dollar level of the fine will depend on the degree of the violation.

## Footballs Into the Stands

If a player unnecessarily delivers a football into the stands (by throwing, kicking, etc.) there is a potential for crowd-control problems to develop due to the fans' eagerness to claim the souvenir. However, if the ball is handed to a fan, or lightly tossed to someone in the stands near the perimeter of the field, and no crowd-control or safety issues exist, the involved player will not be subject to a fine.

All instances of a football being delivered into the stands by a player -- pregame, during the game, or postgame -- will be reviewed by the League office if videotape evidence of the incident exists. If it is determined that the action caused or could have caused crowd-control problems, the player will be fined $1,500 for a first offense.

In no case will a game official call a foul during a game for a football being delivered into the stands.

On a related matter, physical contact with fans by players (e.g., a "high-five" by a scoring player with a fan along the edge of the field) will not be controlled by game officials and will not result in automatic League fines. Such activity does, from time to time, present crowd-control issues, and, in

some instances, risks of player injury. Clubs are responsible for handling the matter responsibly within their normal stadium security operations.

Use of Foreign Substances

Since the use of foreign substances (e.g., stickum or slippery compounds) on a player's body or uniform involves a competitive aspect of the sport and can give a team an unfair advantage, the officials are authorized to remove a player from a game for this violation until it is corrected. In addition, the involved player will be subject to a fine of $3,000 for a first offense and $6,000 for a second. If club personnel are implicated in the violation, they will also be subject to disciplinary action.

Other Uniform Violations

Other violations of the Uniform Code also will result in direct player fines: $1,500 for a first offense, $3,000 for a second. (See the poster entitled UNIFORM CODE AND EQUIPMENT RULES displayed in the locker room and reproduced in reduced form in training-camp playbooks.)

Game officials will check for adherence to this policy in the pregame locker room, in warmups, and, where appropriate, during the game. Players may be removed from a game until the violation is corrected.

Bench Areas

Rules governing on-field personnel, both within and outside the bench areas, are the same as in the 1991 season. Clubs are reminded that players from other sports, show-business personalities, and others not officially affiliated with the club or serving a necessary game-day function are prohibited on field level during the game.

For a first offense, the club will be fined $2,000; $4,000 for a second offense. Further offenses will bring substantial escalation.

Clearing the Field

For a variety of reasons, the playing field should be cleared as quickly as possible after games. At the same time, the League encourages displays of good sportsmanship between teams and has not, nor will it in the future, impose disciplinary action for such post-game conduct by players.

With one exception, there were no post-game player altercations in the 1991 season. The League continues strictly to prohibit such misconduct, but players will not be prevented from shaking hands or meeting briefly on the field after the game.

**THE NATIONAL FOOTBALL LEAGUE**

## ALCOHOL AND TOBACCO

In addition to the information on alcohol in the NFL Drugs of Abuse Policy, you should be aware of the following League policy:

> NFL players, coaches, and other employees must not endorse or appear in advertisements for alcoholic beverages (including beer) or tobacco products.
>
> While fully recognizing that the use of alcohol and tobacco is legal, the NFL nevertheless has long been of the view that participation in ads for such substances by its employees may have a detrimental effect on the great number of young fans who follow our game. In particular, endorsements or other close identification of NFL players with alcohol or tobacco could convey the erroneous impression that the use of such products is conducive to the development of athletic prowess, has contributed to their success, or at least has not hindered them in their performance.
>
> For the above reasons, players and other club and League employees (including game officials) must not use alcohol or tobacco products while in the playing field area or while being interviewed on television.

Further, longstanding NFL policy prohibits the use or presence of alcoholic beverages in club locker rooms at any time.

June 1992

## GAMBLING

The subjects of bribes and gambling are covered each summer in special training-camp discussions with players by members of the League's Security Department. You should be familiar with Paragraph 15 of your NFL Player Contract (entitled "INTEGRITY OF GAME"), which stresses these and related subjects, as well as with the text of the following sign which is posted in every NFL locker room:

**N O T I C E**

**TO NATIONAL FOOTBALL LEAGUE PERSONNEL**

**Bribes and Gambling**

**Among the types of conduct detrimental to the NFL and professional football that call for serious penalties are the following:**

**(1) Accepting a bribe or agreeing to throw or fix a game or to illegally influence its outcome;**

**(2) Failing to promptly report any bribe offer or any attempt to throw or fix a game or to illegally influence its outcome;**

**(3) Betting on any NFL game;**

**(4) Associating with gamblers or with gambling activities in a manner tending to bring discredit to the NFL.**

**Any such conduct may result in severe penalties, up to and including a fine and/or suspension from the NFL for life.**

**PAUL TAGLIABUE**
**Commissioner**

You should also be aware that the League has a longstanding policy against any gambling-related advertising and promotional activities. This means that not only are NFL clubs prohibited from accepting ads for gambling organizations (lotteries, casinos, race tracks, off-track betting) on their scoreboards, in their publications, and on their radio and television broadcasts, but all club employees, including coaches and players, are prohibited from being associated with these activities through paid endorsements, commercials, ads, or public appearances. Violators will be subject to appropriate discipline.

Promotional appearances by players, coaches, or other club personnel involving casinos, sports books, gambling cruises, or similar activities are <u>not</u> permitted.

June 1992

## TICKET SCALPING

The sale of a ticket at a price higher than face value is commonly known as scalping. Scalping of tickets to any NFL game -- preseason, regular season, or postseason -- by persons within the League is detrimental conduct and may result in disciplinary action against the violator.

Scalping is at the very least unethical behavior, and in some cases it is against the law. Scalping suggests a desire to profit personally and perhaps illicitly on the coattails of the League's popularity. Such conduct will not be tolerated.

All NFL personnel should be aware that NFL policy prohibits scalping any ticket to an NFL game, regardless of whether that ticket was given to them free, purchased at face value, or purchased for more than face value, and regardless of whether the scalping occurs in a district where scalping is otherwise permitted by law.

June 1992

## COOPERATION WITH NEWS MEDIA

Reasonable cooperation with the news media is essential to the continuing popularity of our game and its players.

It is important that each coach and player be courteous and prompt in associations and appointments with radio and television broadcasters and newspaper reporters. Please recognize that each member of the media, like you, has a job to perform.

A player's obligation to offer reasonable media cooperation is set forth in his NFL Player Contract, Paragraph 4 of which reads in part: "Player will cooperate with the news media and will participate upon request in reasonable promotional activities of Club and League." This is underscored in the Collective Bargaining Agreement, in which the NFL Players Association pledges to "use its best effort to see that players cooperate with the clubs and the news media in reasonable promotional activities on behalf of the clubs and the NFL."

Each club has been instructed by the Commissioner to remind each NFL player of his obligations under his contract, his union agreement, and club and League policies. In cases of significant violations, a club may be fined no less than $500 for each incident, escalating to more serious disciplinary action for consistent violators.

The public relations department of this organization is able to assist you at all times in your dealings with the media. To this end, the public relations staff will make an effort to arrange appointments that will serve your best interests and be of value to you not only during your NFL years but also in your personal business endeavors.

We strongly urge you to fulfill your professional obligation to be available to the media during designated times of the week.

During the normal practice week, your locker room will be open to the media at least three times per week (Monday, Wednesday, and Thursday if you are off Tuesday) for a minimum of 30-45 minutes per day. Following games, the locker room will remain closed for 10-12 minutes before opening to all members of the media, including women. In order to afford you reasonable privacy, your team will screen off the shower area in your locker room and provide you with wrap-around towels or other appropriate clothing.

Selected players will be asked each week to spend a few minutes after practice on Friday or Saturday with the announcers from the network televising your game. In addition, one player each week will be requested to speak to a group of reporters in the city of your upcoming opponent by telephone conference call. These are both good opportunities to provide positive information about you and your team to influential members of the media. Your cooperation is expected.

The media is a direct link between you and the fans who support our game. Therefore, it is important to you and this organization that you present yourself to the media in a manner and style in which you yourself would like to be received and treated.

Remember that cooperating with the news media is part of your job. Take advantage by making it work in the best interests of you and your team.

June 1992

## USE OF THE HELMET

All football helmets in use in the National Football League must carry a special warning label. If your helmet does not have such a label, please see your equipment manager for a replacement. Do not remove existing labels under any circumstances.

Read the warning carefully and heed its message at all times.

June 1992

NOTE: The following may be subject to change in accordance with Collective Bargaining Negotiations.

## CLUB RULES AND REGULATIONS

1. All players must be on time for all meetings, practice sessions, trainer and doctor appointments, public relations appointments, meals and all transportation.

2. Curfew regulations must be observed.

3. Players must not frequent gambling resorts nor associate with gambling or other notorious characters.

4. Players must report all injuries immediately to a coach and to the team physician or trainer and promptly keep all trainer and doctor appointments.

5. Players must familiarize themselves with paragraph 15 of the standard player contract.

6. Players shall not write or sponsor magazine or newspaper articles nor endorse any product or firm without the prior consent of the club administration.

FINE SCHEDULE: Violations of rules and policies, including but not limited to the following, are subject to fines.

## MAXIMUM CLUB DISCIPLINE SCHEDULE

(Article VI of the Collective Bargaining Agreement)

NOTE: The following is subject to change in accordance with the ongoing Collective Bargaining Negotiations.

1. Overweight - maximum fine of $50.00 per lb./per day.

2. Unexcused late reporting for mandatory off-season training camp, team meeting, practice, *transportation, curfew, scheduled appointment with club physician or trainer, or sched*uled promotional activity - maximum fine of $200.00.

3. Failure to promptly report injury to club physician or trainer - maximum fine of $200.00

4. Losing, damaging, or altering club-provided equipment - maximum fine of $200.00 and replacement cost, if any.

5. Throwing football into stands - maximum fine of $200.00.

6. Unexcused late reporting or absence from pre-season training camp - maximum fine of $1,500.00 per day.

7. Unexcused missed MANDATORY off-season training camp, team meeting, practice, curfew, bed check, scheduled appointment with club physician or trainer, failure to follow club rehabilitation directions, or scheduled promotional activity -- maximum fine of $1,000.00

8. Unexcused missed team transportation - Maximum fine of $1,000.00 and transportation.

9. Loss of all or part of playbook, scouting report or game plan - maximum fine of $1,000.00

10. Ejection from game - maximum fine of $1,000.00

11. Conduct detrimental to club - maximum fine of an amount equal to one week's salary and/or suspension without pay for a period not to exceed four (4) weeks.

"Fines listed in this schedule which are not specifically mentioned in the 1982 Collective Bargaining Agreement discipline Schedule, as amended by Plan B, are considered to be conduct detrimetal to the club. Conduct detrimental to the club included, but is not limited to , all club rules and regulations.

Repeated violations of the discipline schedule may result in an escalation of the discipline. For example, a player may be fined $1,000.00 for a missed scheduled medical appointment. this fine may be doubled and then tripled for repeat violations, and continued violations thereafter may result in suspension for conduct detrimental.

*The club will promptly notify the player of any discipline; notice of any club fine* in the $1,500.00 maximum category and of any "conduct detrimental" fine or suspension will be sent to the NFLPA.

## THE LOS ANGELES RAIDERS

# FINE SCHEDULE

1. Failure to make the required weight.
   Maximum Fine – $50.00 per day per pound.
2. Reporting late to treatment or medical appointment.
   Maximum Fine – $200.00
3. If treatment, or appointment is missed.
   Maximum Fine – $1000.00
4. Not wearing prescribed protective equipment.
   Maximum Fine – $100.00
5. Lateness to meals.
   Maximum Fine – $100.00
6. Meal is missed
   Maximum Fine – $500.00
7. Lateness to meetings – (Each successive infraction will double & compound.)
   Maximum Fine – $200.00
8. Unexcused late reporting for practice.
   Maximum Fine – $100.00 (Each successive infraction will double & compound.)
9. Missed practice.
   Maximum Fine – $1,000.00
10. Meeting is missed.
    Maximum Fine – $1,000.00
11. Late and not in your room at 11:00 p.m. bed check during training camp.
    Maximum Fine – $200.00
12. If you are in any bar in a hotel or motel where the team is quartered.
    Maximum Fine – $100.00
13. Non-payment of personal expenses on any trip.
    Maximum Fine – $100.00
14. Unexcused missed team transportation.
    Maximum Fine – $1,000.00
15. Unexcused missed mandatory off season training camp.
    Maximum Fine – $1,000.00
16. Failure to promptly report injury to club physician or trainer.
    Maximum Fine – $200.00
17. Throwing football into stands.
    Maximum Fine – $200.00
18. Losing, damaging or altering club-provided equipment or club-leased equipment or facilities or unauthorized taking of equipment from locker rooms or club facilities.
    Maximum Fine – $200.00 (Plus replacement cost).

## Fine Schedule (continued)

19. Ejection from game.
    Maximum Fine – $1,000.00
20. Loss of Playbook.
    Maximum Fine – $1,000.00
21. Unexcused late reporting for or absence from pre-season training camp.
    Maximum Fine – $1,500.00 per day
22. Conduct detrimental to Club
    Maximum Fine of an amount equal to one week's salary and/or suspension without pay for a period not to exceed four (4) weeks.
23. League uniform dress code policy violation or bench fines.
    Maximum Fine – Same amount club is fined.
24. Repeated violations may result in escalation of the discipline.
25. Discipline will be imposed uniformly within a club on all players for the same offense.

NUMBERING SYSTEM

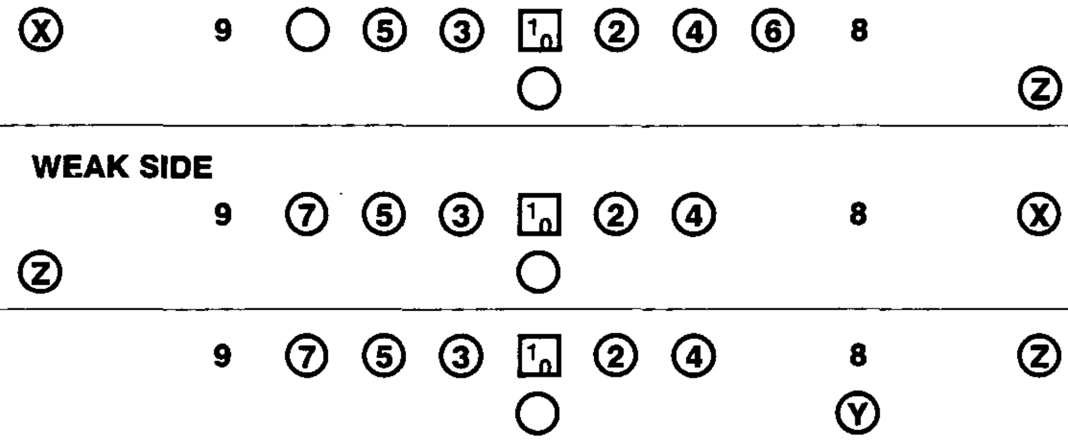
NUMBERING SYSTEM

# NUMBER SYSTEM FOR RUNNING GAME

**A. HOLE HUMBERING**

1. Holes are numbered through our offensive linemen.
2. All plays ending in an EVEN number — go to the RIGHT.
3. *All plays ending in an ODD number — go to the LEFT.*

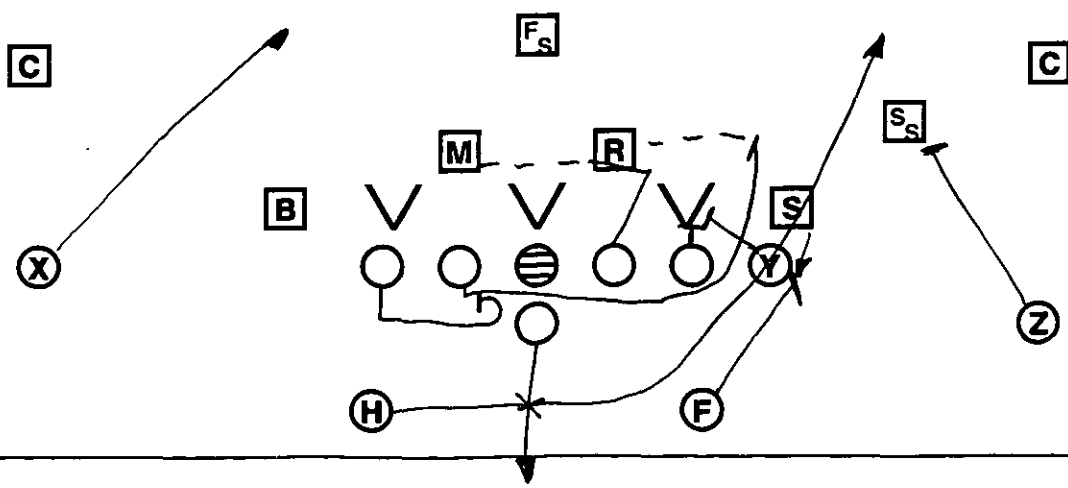
**EXAMPLE:**



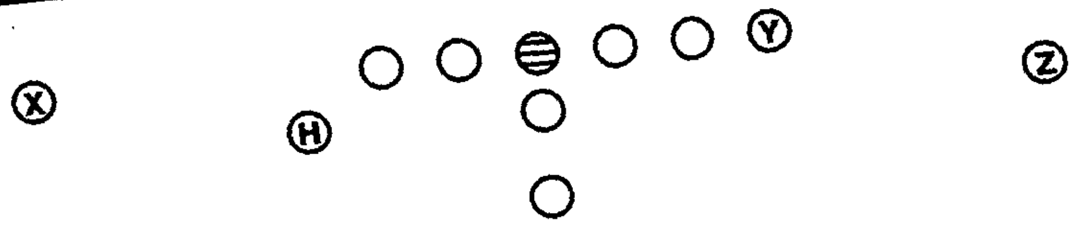

**B. NUMBERING SYSTEM**

1. Our running game is called with double digit numbers — 18 - 66 - 58
2. The first digit called indicates the action of the Backs — or series: **1**8 - **6**6 - **5**8
3. *The second digit indicates the hole at which the ball will be directed:* 1**8** - 6**6** - 5**8**
4. The third part of the call indicates the type of **Blocking** to be used at the hole: 16 **Bob Trey O**

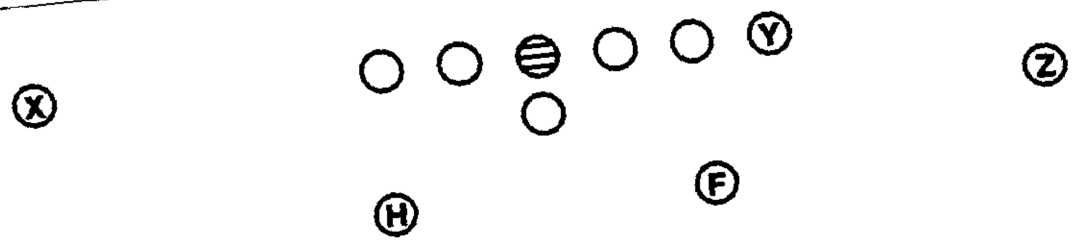
**EXAMPLE: 16 BOB TREY O** (Teen Series — Six Hole — Bob, Blocking)



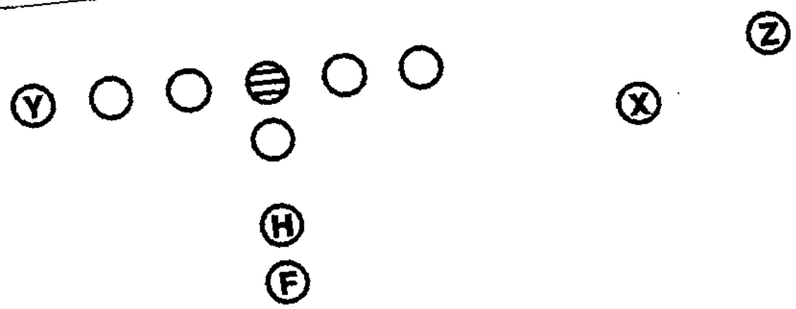
# NUMBERING AND NAMING OF RECEIVERS FOR PASSING GAME



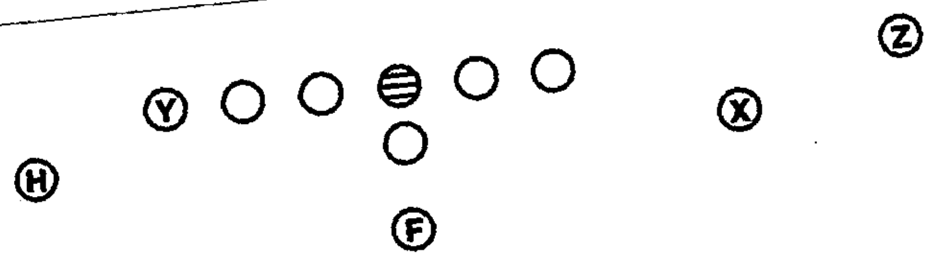

WING RIGHT



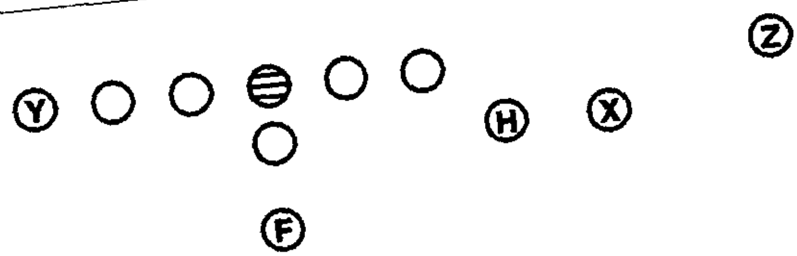

FULL RIGHT




I LEFT EAST




TRIO LEFT EAST




WING LEFT EAST

# HUDDLE PROCEDURE

## BASIC INFORMATION

1. The Center must be the first man to set up the huddle 8 yards behind the ball—HURRY!
2. Keep straight lines. The Center will be responsible for the shape.
3. Don't be the last man to form the huddle.
4. Do not lean on other men in the huddle. Place your hands (not elbows) on your knees.
5. The Quarterback does the talking. All others LISTEN. The QB must talk straight out—not up in the air or not down at the ground.
6. When information is sent in, get it to the Quarterback, unless you are unable to leave the sideline in sufficient time. Do not leave the sideline unless you thoroughly understand the information to be taken in.
7. When in the huddle, if you do not hear the signal—call CHECK. But don't be a "CHECKER," LISTEN—Keep your head up and watch the Quarterback's lips—see what you can hear.
8. Outside ends leave huddle first. Everyone else bounce out of the huddle on the Quarterback's "READY BREAK." Clap hands on BREAK—All turn to the outside and jog to offensive positions.
9. Run to your positions and set yourself quickly. This is indicative of your physical condition and desire to play football.

T G C G T

X Z

H Q Y F

C.P. The Quarterback must make sure the entire team is ready before starting count (cadence). Wide flankers—must hurry to positions; give yourself time to determine the pass coverage.

## CALL OF PLAYS IN HUDDLE.

1. **Quarterback calls plays in following order:**

   A. Formation – **"Full Right"**
   B. The play – **"16 Bob Trey O"** – 16 is Play Number. Trey O is Blocking Combination.
   C. The Snap Count – If the snap count is called on **Settt Hut, ONE, TWO** or **THREE,** the line assumes a down stance. The line has the option to go from an **UP** stance anytime depending on the strategy.

2. **Breaking the Huddle**

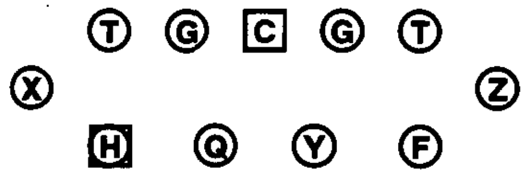
   A. QB hesitates after snap count is given. Ends leave.
   2. The rest of team leaves on Quarterback's command of **"READY BREAK"**.
   3. The team on command **"READY BREAK"** clap hands, turn to the outside and jog to the line of scrimmage.

**NOTE:** Substitute players must assume the position in the huddle of the player they replace.

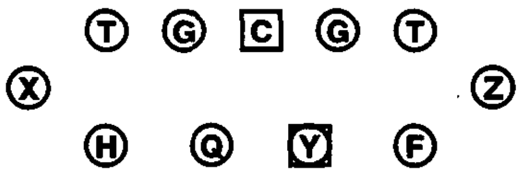
# HUDDLES

## TIGHT PERSONNEL

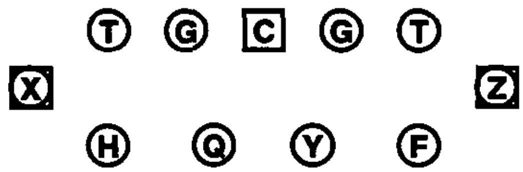
## DOT PERSONNEL (H)



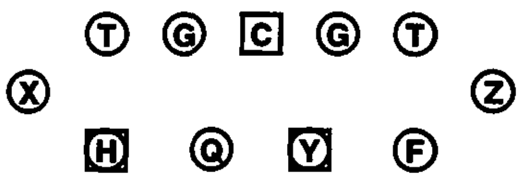

## 3 WIDE RECEIVERS



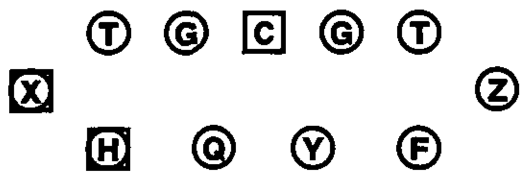

## SHORT YARDAGE
## GOAL LINE PERSONNEL




## 4 RECEIVER PERSONNEL




## DOT TIGHT PERSONNEL



# CALLING OFFENSIVE SIGNALS

## A. IN THE HUDDLE

1. Offensive signals will be called in 5 parts:
   a) Formation and direction
   b) Shift called or adjusted into game plan
   c) Movement
   d) Play
   e) Snap count

2. Examples

| Example | Snap count repeated twice |
|---|---|
| a) Full Rt, 16 Bob Trey O | Settt Hut |
| b) I Rt, Z Opo 14 | On 2 |
| c) Full Rt, Scat Mid 303 Double Spoke | On 3 |

## B. QB PROCEDURE PRIOR TO SNAP

The QB will place his hands under the center and scan the defense. 1st key will be defensive front-2nd key will be secondary. The QB will then call **settt** Hut. The snap count will drag out the word **settt** before hut. The QB will hesitate long enough to give the players time to execute their shift (approximately 3 seconds). The ball will never be snapped during this procedure. On any shift or motion, QB will call ready before starting his cadence.

## C. CADENCE

1. Snap Count —Settt Hut
2. Snap Count 2 —Settt Hut, (Pause) Hut
3. Snap Count 3 —Settt Hut, (Pause) Hut, (Pause) Hut

Audibles—**"Silver"** or "**Black**" will be the designated live color for calling or changing plays at L.O.S. Backs and receivers will move to the correct formation for the called play. Any movement will start on the Quarterbacks heel.

NOTES: The Audible count is automatically on "2".

Audibles: The play called in the huddle when repeated at the L.O.S. will be the audible to change to another play.

EXAMPLE: Huddle Call is 16 BTO. The QB gets to the L.O.S. and he says 16, 16. The next number called is the live play. 16,16 gets us out of 16 BTO. He should say 16,16 - 169-169. The live play just became 69 boom. The QB will say 169-169 which would allow us to call our run audibles as well as our three digits pass plays without much difference.

Audible to Pass: The QB will repeat the play called in the huddle. This will get us out of that play. He should call out the pass protection, then the pass play which he wants to run.

EXAMPLE: 16,16 that gets us out of 16 BTO. RAM 844, RAM 844. That puts us into a RAM protection and the pass is 844 FLAT. The Snap Count is on two.

## CADENCE ILLUSTRATED

| | | | | | |
|---|---|---|---|---|---|
| SNAP COUNT GIVEN IN HUDDLE | SETTT **HUT** | PAUSE (APPROX. 3 SEC.) | | | |
| TWO | SETTT HUT | PAUSE | HUT (SNAP) | | |
| THREE | SETTT HUT | PAUSE | HUT | PAUSE | HUT (SNAP) |

NOTE:

1. QB's heel will start any motion.
2. Whenver there is any shift or motion, the QB will call Ready,

   Before starting his cadence.

   Any shift should occur on Ready.

   After the Ready call, the QB should heel to the person in motion. Rec., Back or TE should wait for QB;s heel before moving.

FORMATIONS

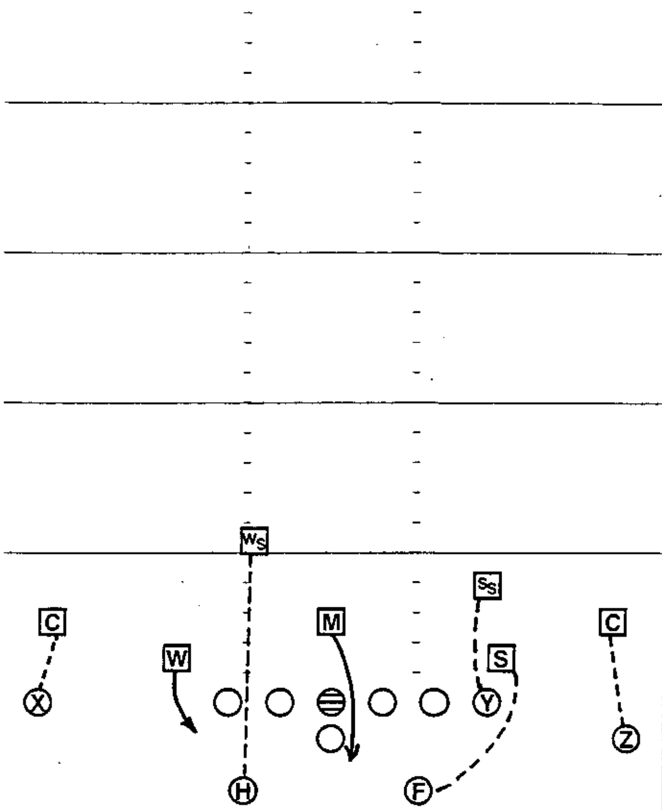
# THE LOS ANGELES RAIDERS

## REGULAR COVERAGES

COVER 0
COVER 1 PRESS
COVER 1 RAINBOW
COVER 2
COVER 3 MAX
COVER 3 SKY
COVER 3 CLOUD
COVER 3 BACKER
~~COVER 3 CHANGE~~
COVER 4
COVER 5
COVER 5 PRESS
~~COVER 5 CLOUD~~
~~COVER 6 MAX~~
~~COVER 6 SKY~~
~~COVER 6 CLOUD~~
~~COVER 6 BACKER~~
~~COVER 6 CHANGE~~
~~COVER 7 BRACKET~~
~~COVER 7 PRESS~~
~~COVER 7 CLOUD~~
COVER 8
COVER 8 YALE

# COVER 0

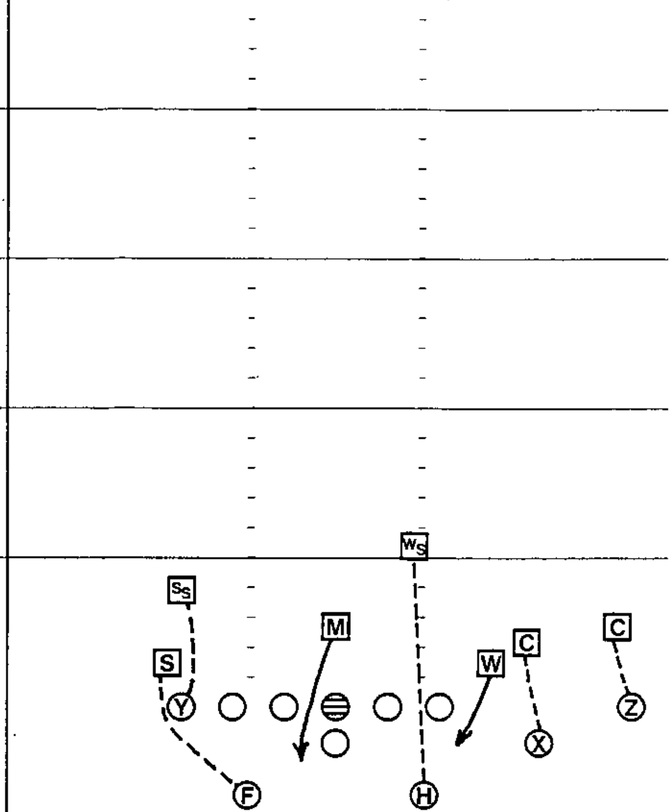
(REGULAR FORMATION)




EVEN
(30)

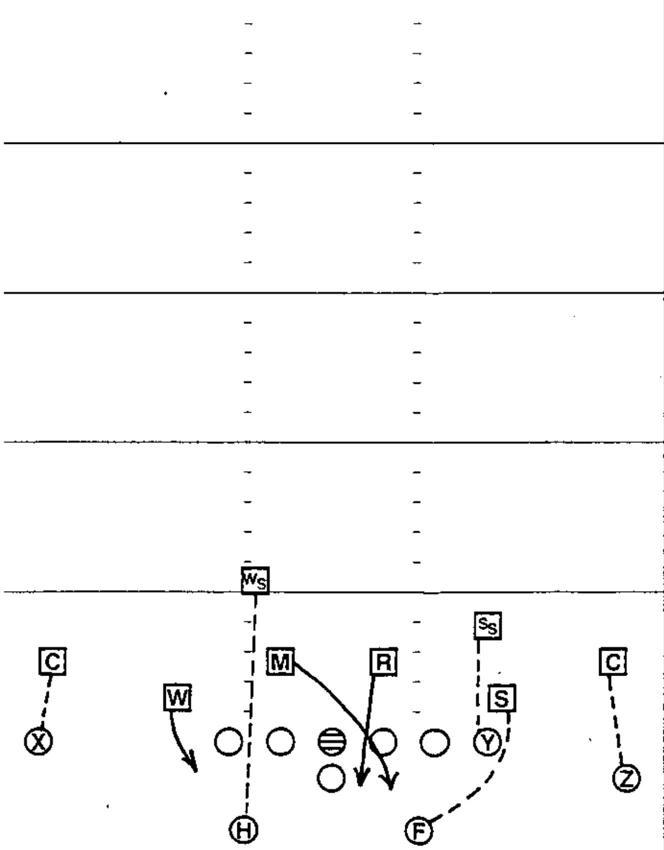
(WEAK CAT)

(EAST FORMATION)



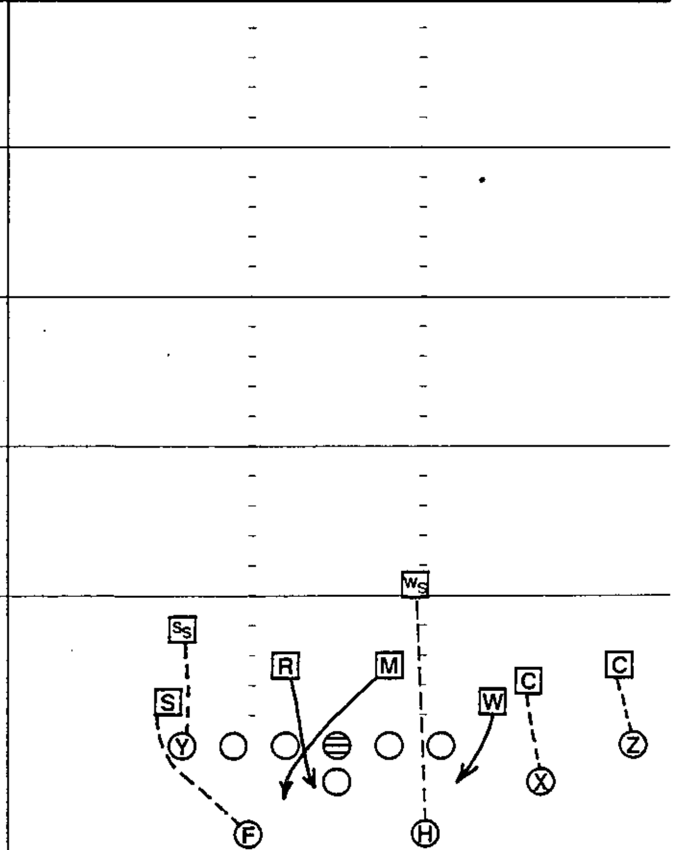

(STRONG CAT)

EVEN
(30)




ORANGE
(3-4)

(BRONCO / BULLETS STRONG)



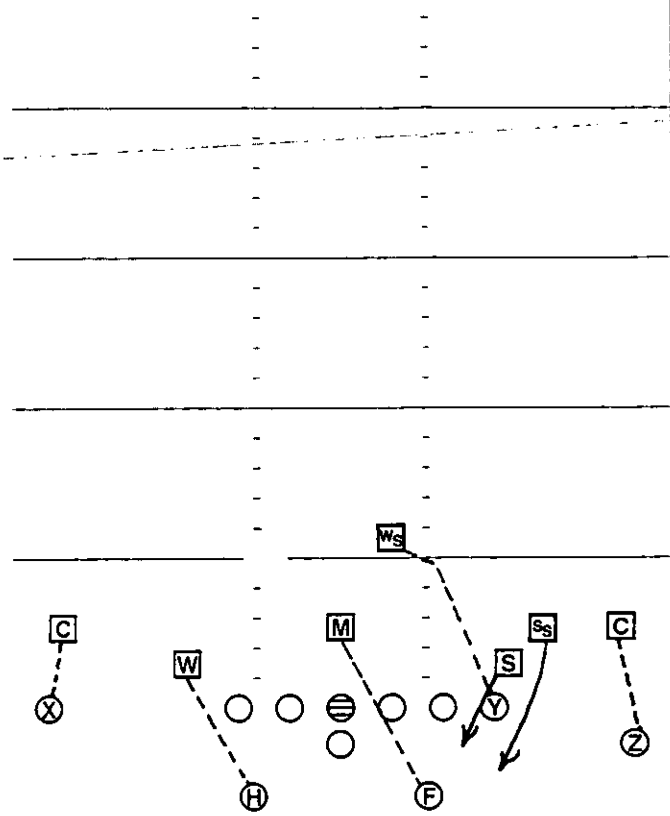

(JET / BULLETS WEAK)

ORANGE
(3-4)

Look at

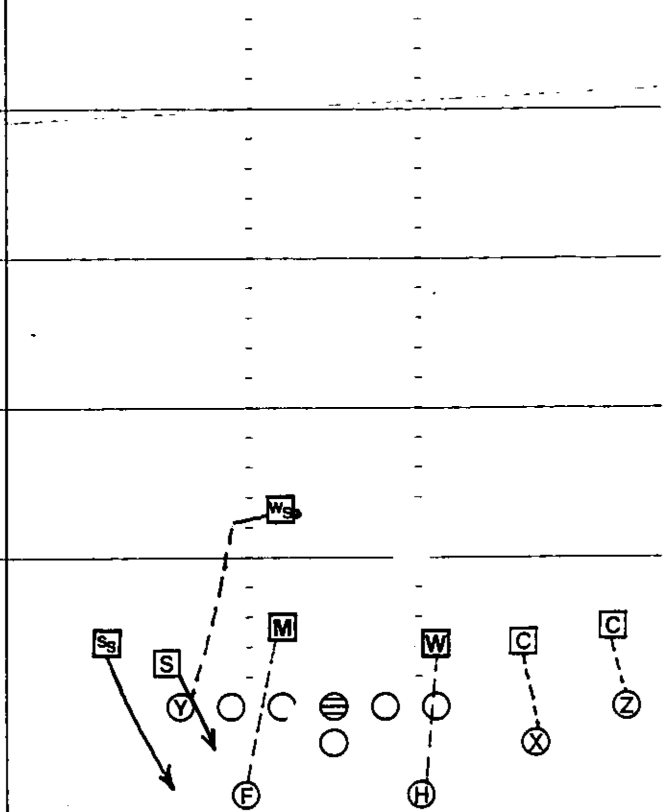
# COVER 0

(REGULAR FORMATION) | (EAST FORMATION)



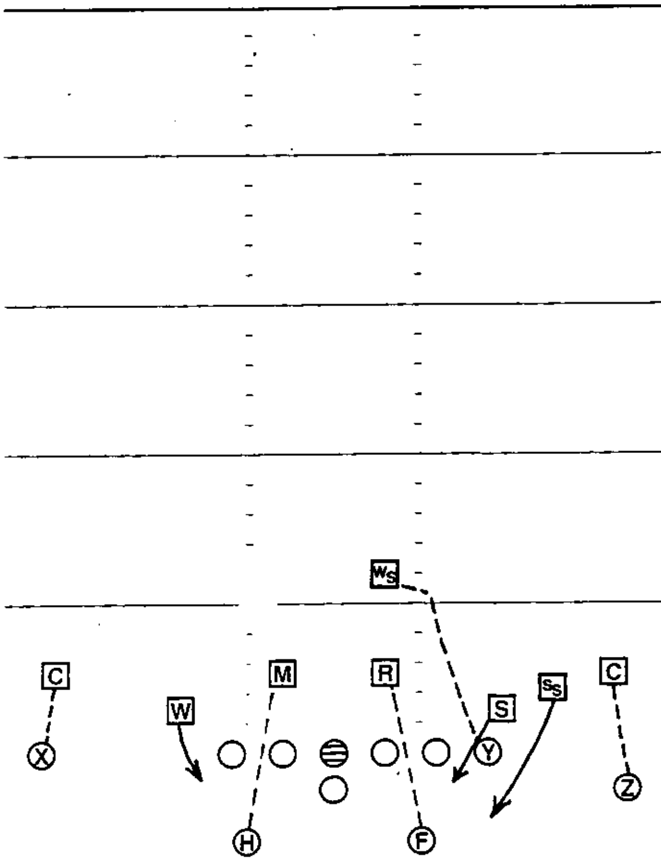

EVEN (30)

(JET/BLUE "D")



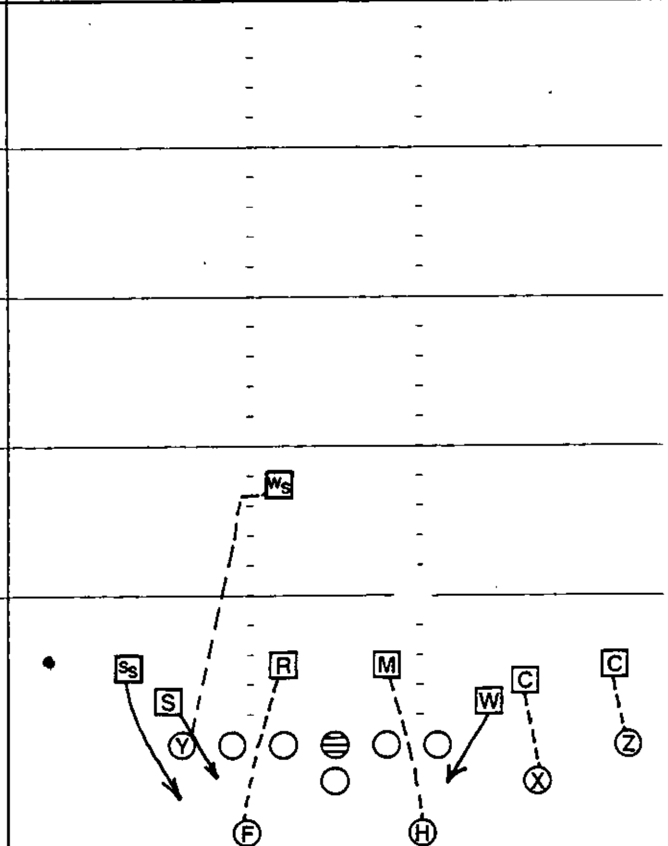

(BRONCO/U CRASH)

EVEN (30)




ORANGE (3-4)

(JET/BLUE "D")

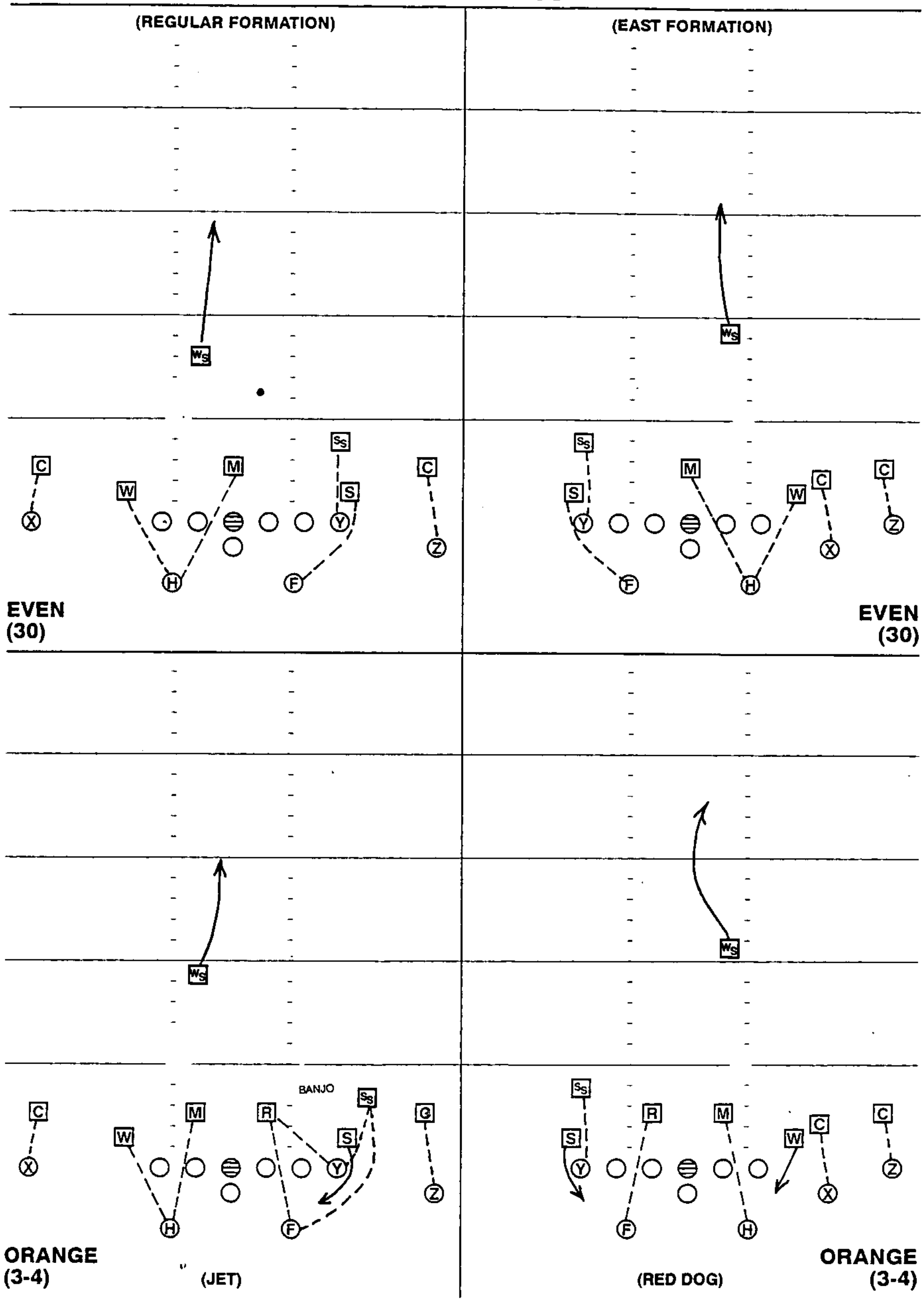



(RED DOG/U CRASH)

ORANGE (3-4)

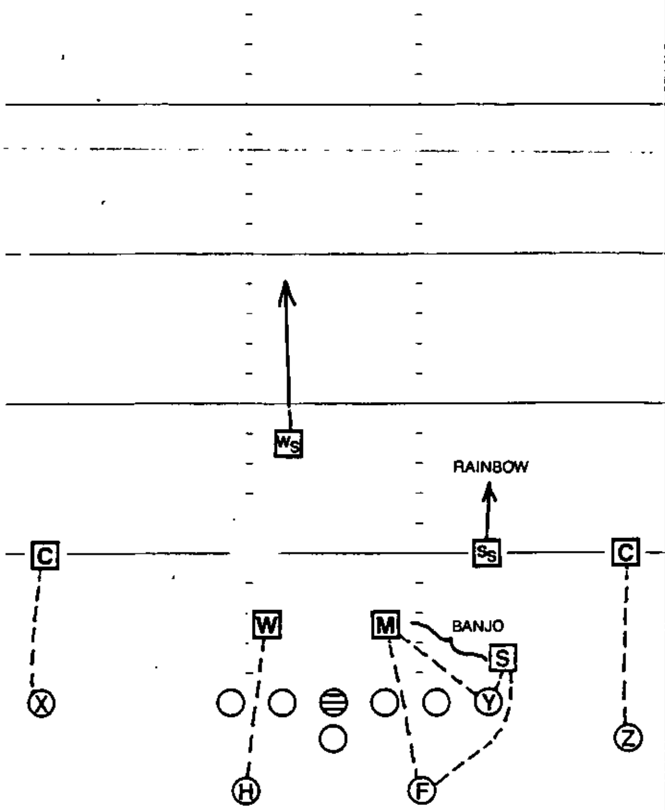
look at

# COVER 1 PRESS



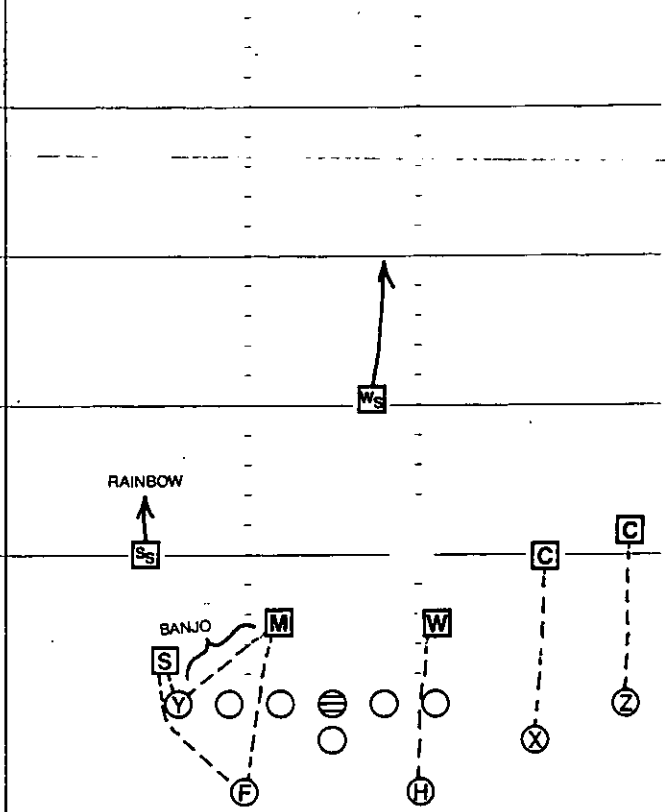
# COVER 1 RAINBOW

**(REGULAR FORMATION)**

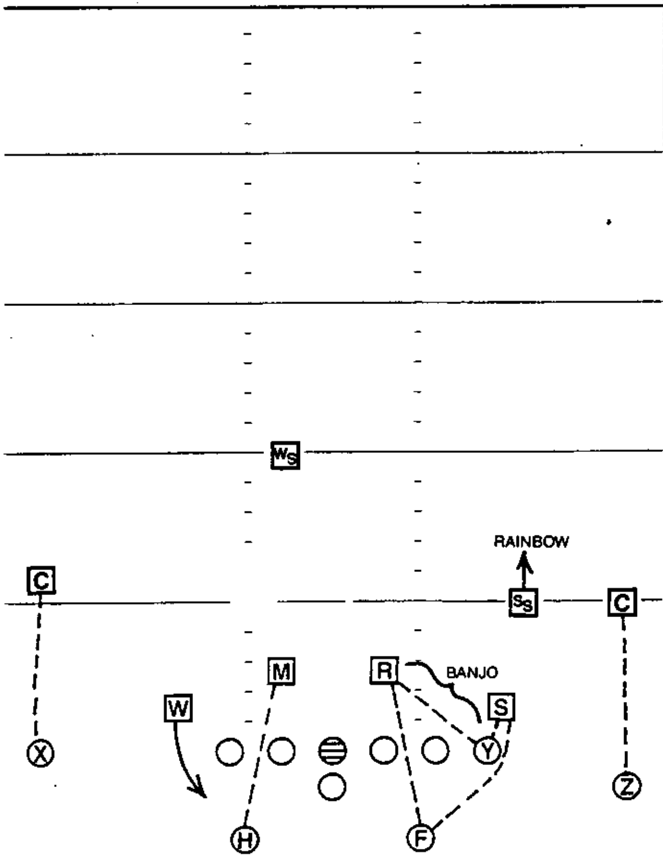



**EVEN (30)**

**(EAST FORMATION)**

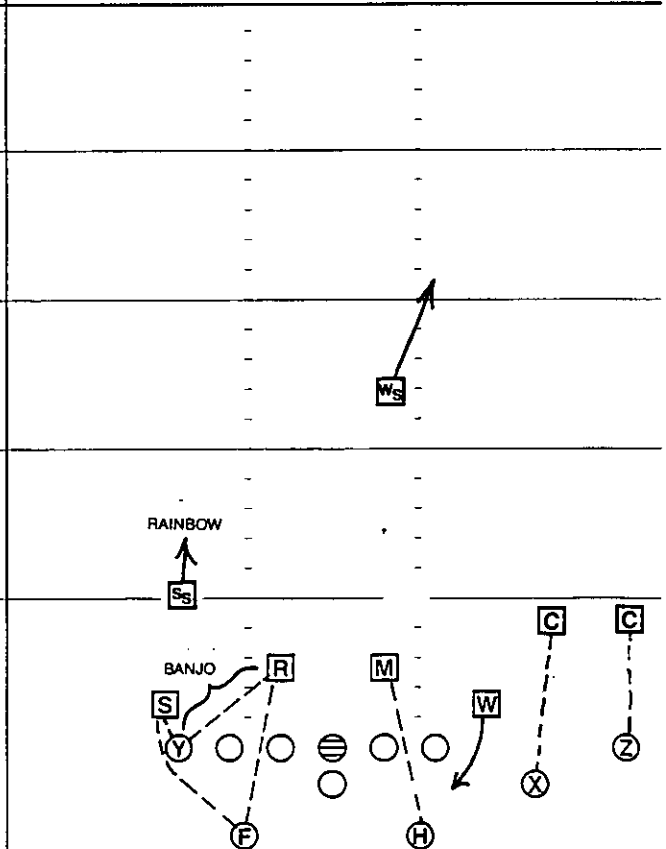



**EVEN (30)**




**ORANGE (3-4)**

**BRONCO**

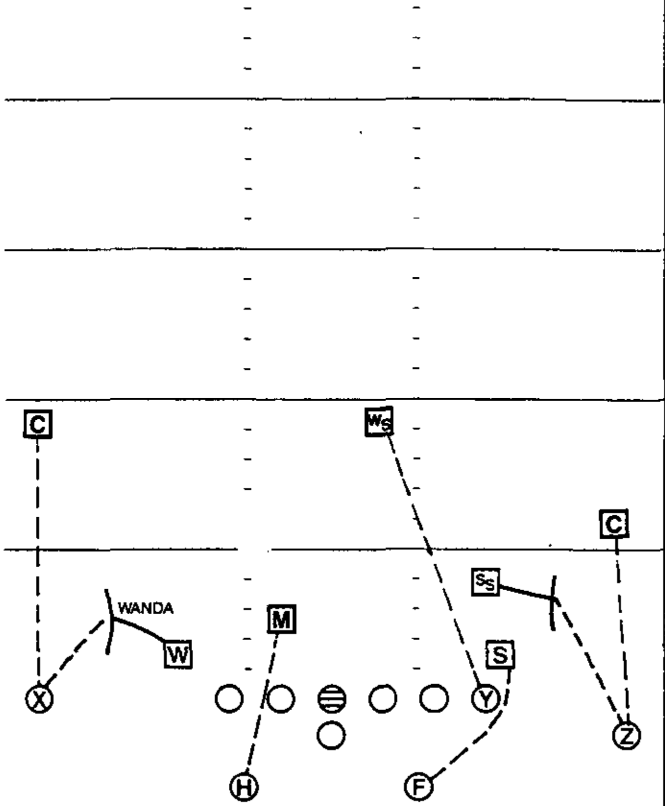



**(JET)**

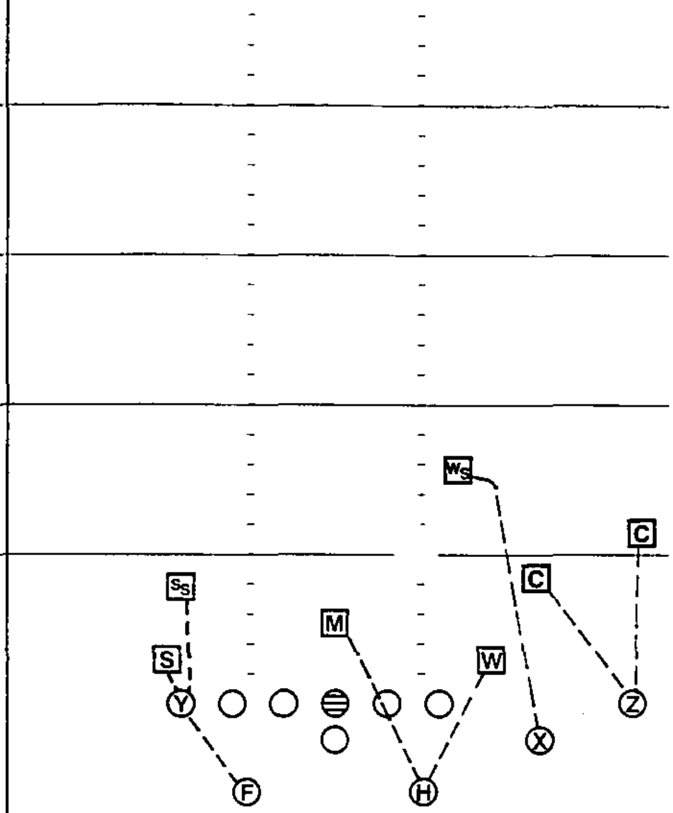
**ORANGE (3-4)**

# COVER 2

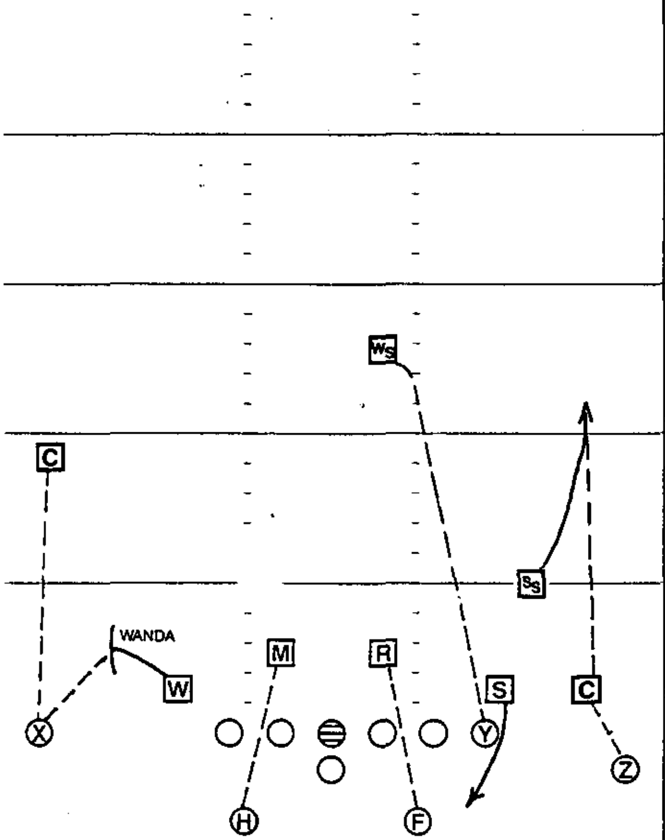
| (REGULAR FORMATION) | (EAST FORMATION) |
| --- | --- |




**EVEN**
**(30)**

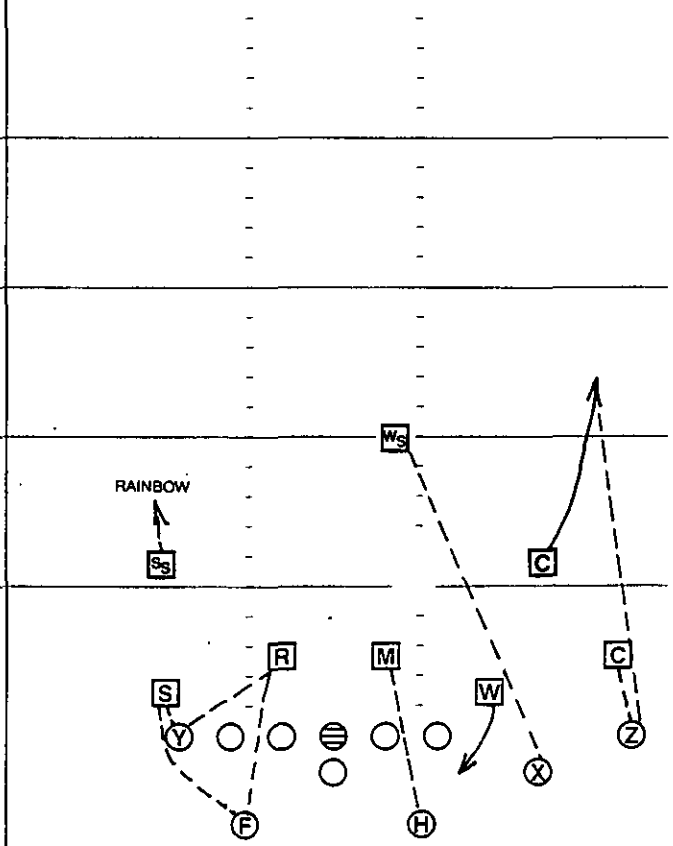


**EVEN**
**(30)**




**ORANGE**
**(3-4)**

(JET)

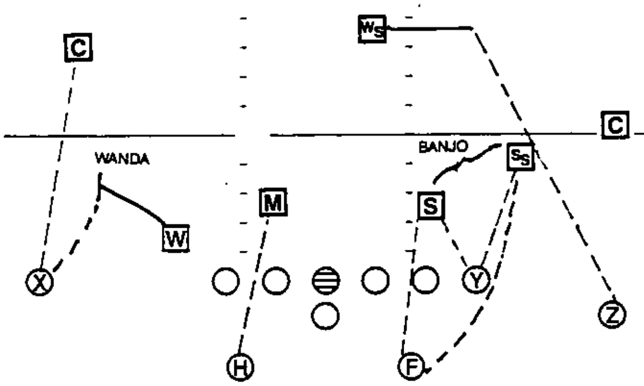


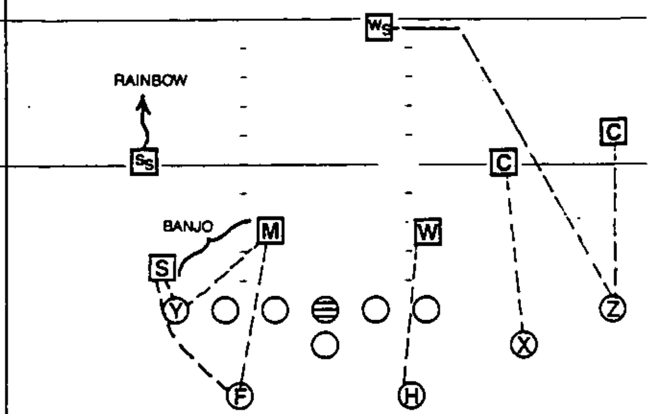

(JET)

**ORANGE**
**(3-4)**

# COVER 5

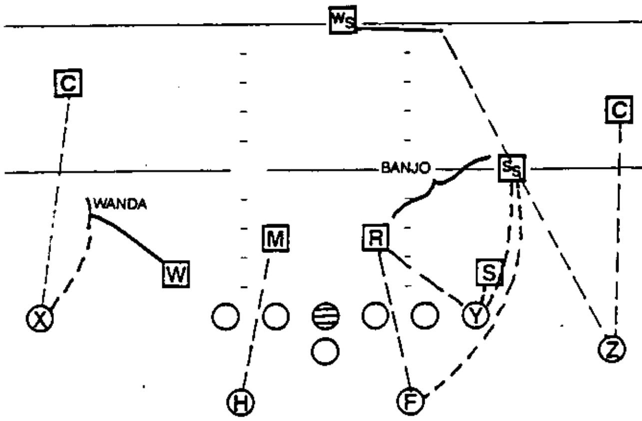
| (REGULAR FORMATION) | (EAST FORMATION) |
| --- | --- |

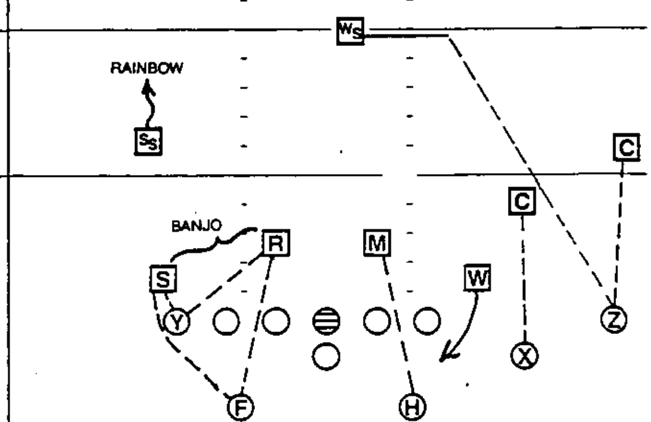



**EVEN**
**(30)**

**EVEN**
**(30)**




**ORANGE**
**(3-4)**

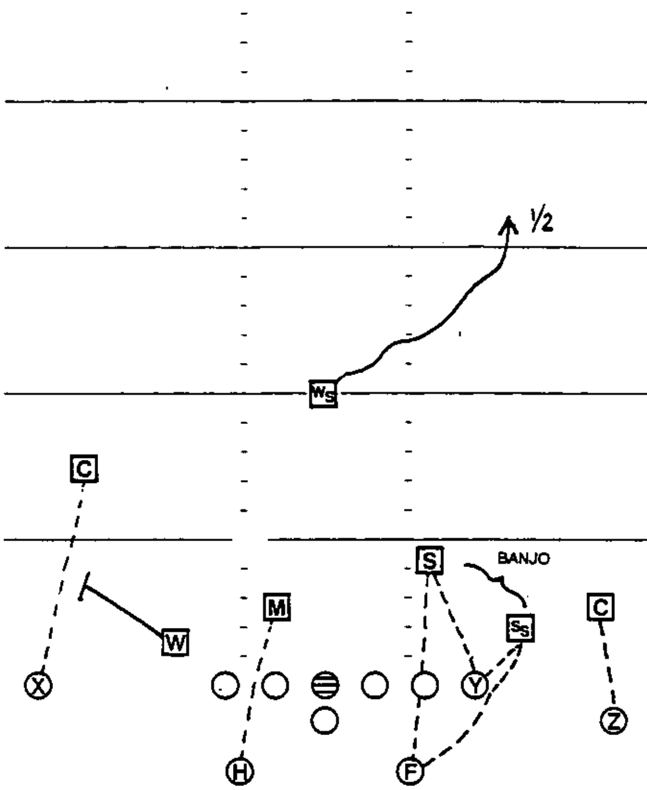
(JET)

(JET)

**ORANGE**
**(3-4)**

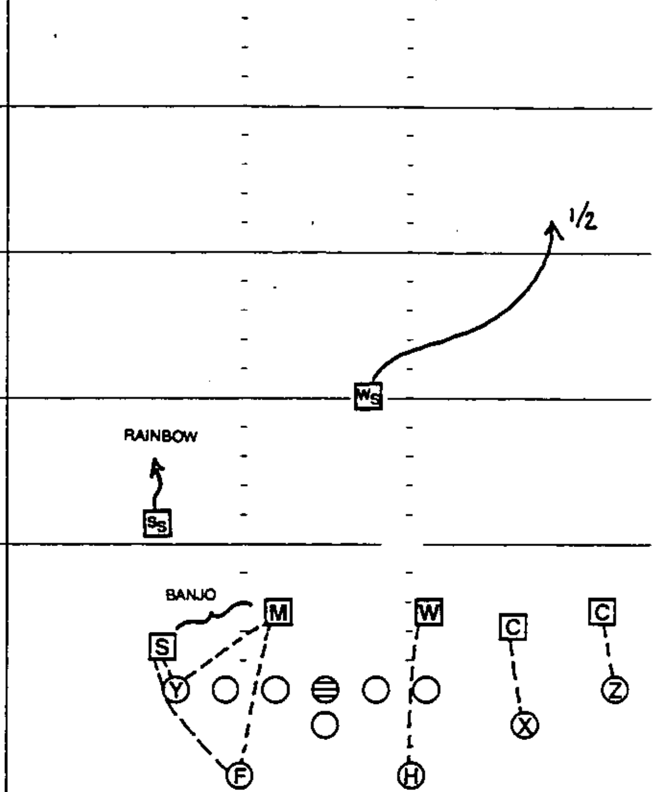
# COVER 5 PRESS

(REGULAR FORMATION)

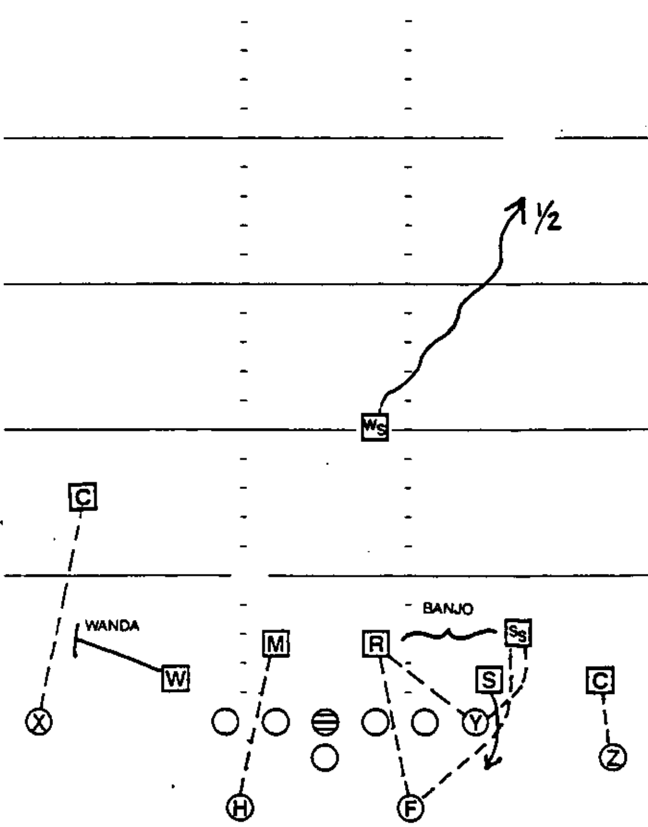



EVEN
(30)

(EAST FORMATION)

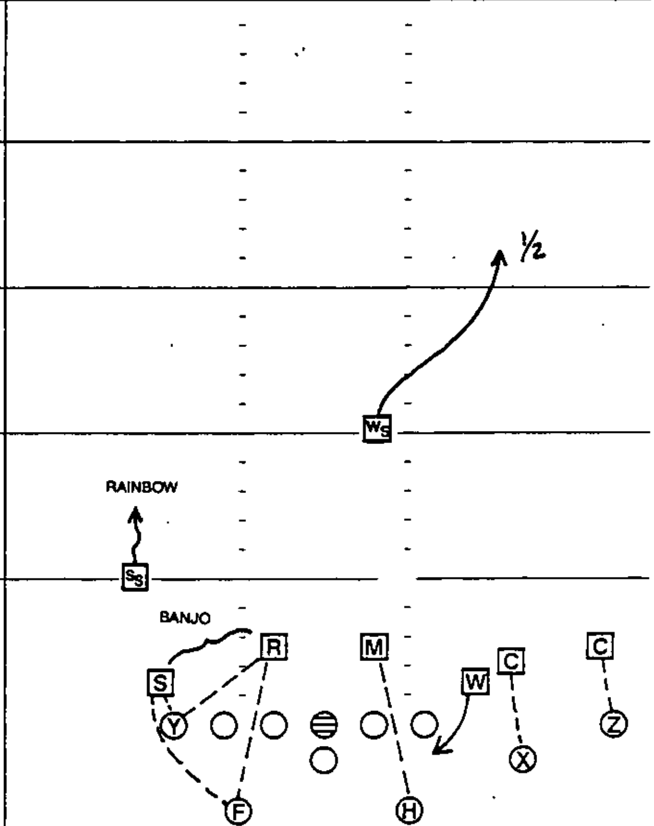



EVEN
(30)




ORANGE
(3-4)

(JET)

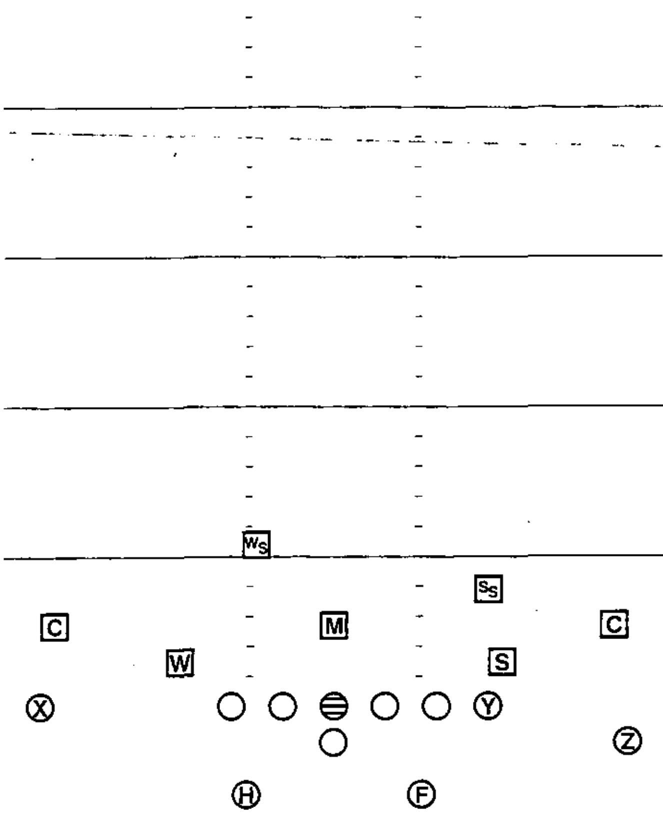



(JET)

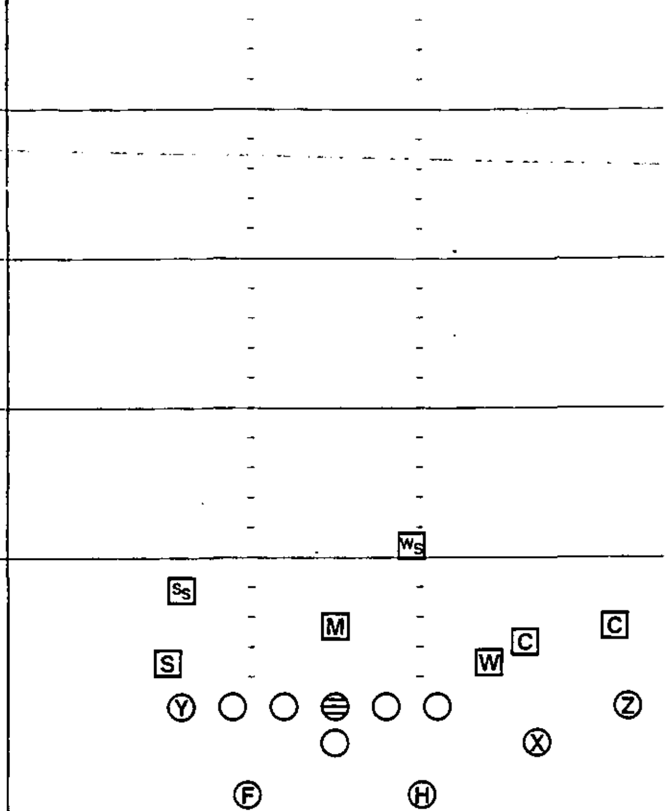
ORANGE
(3-4)

# COVER 3 MAX

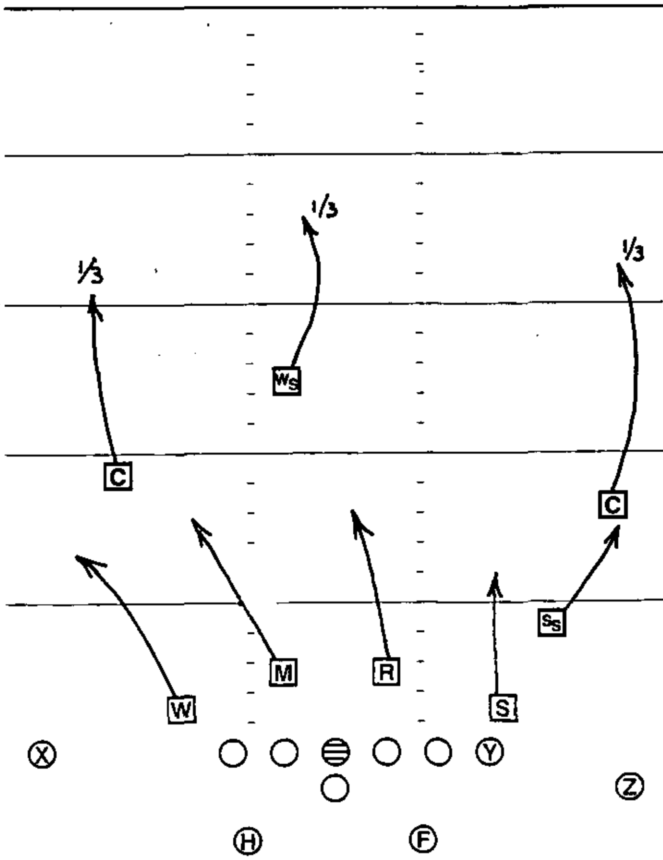
**(REGULAR FORMATION)** | **(EAST FORMATION)**



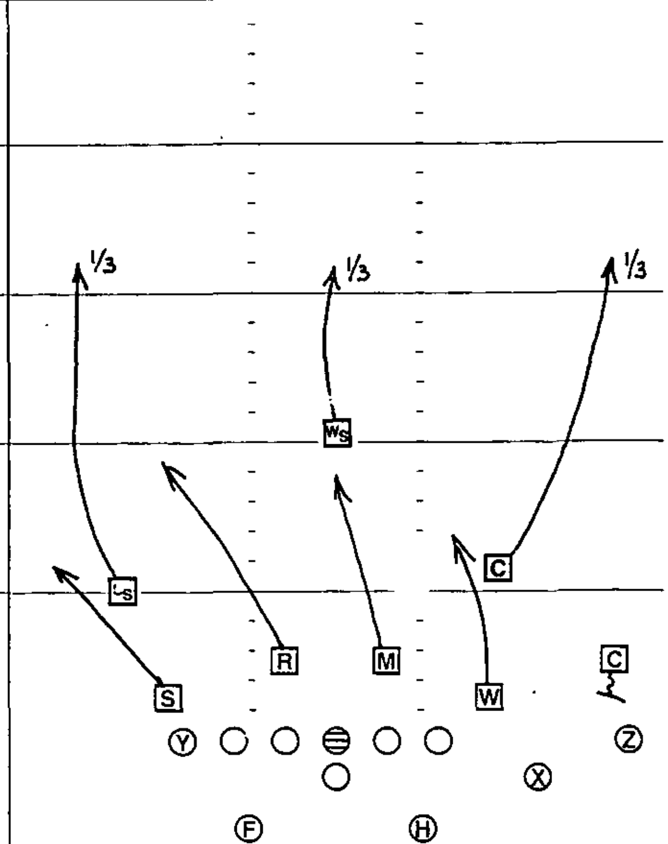
**EVEN**
**(30)**



**EVEN**
**(30)**



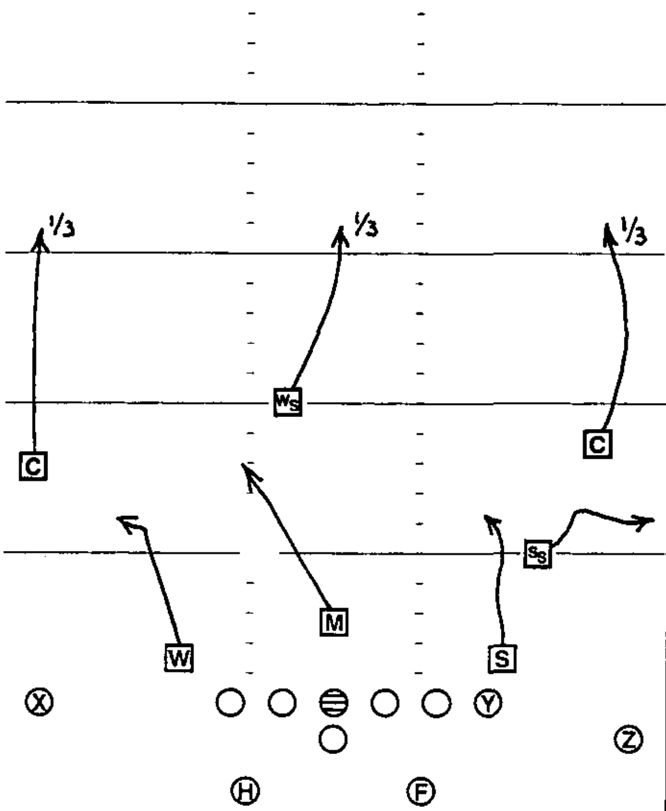

**ORANGE**
**(3-4)**



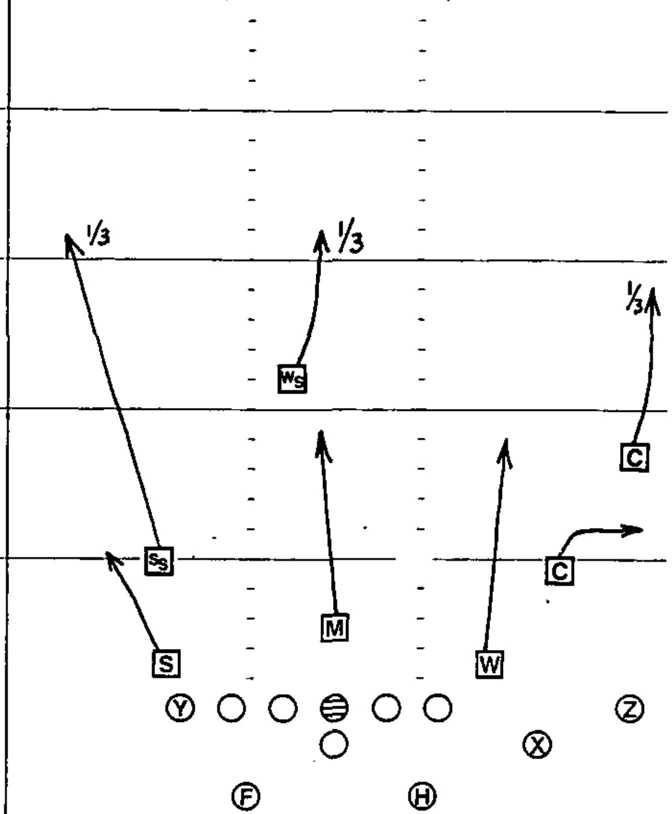

**ORANGE**
**(3-4)**

# COVER 3 SKY

(REGULAR FORMATION)

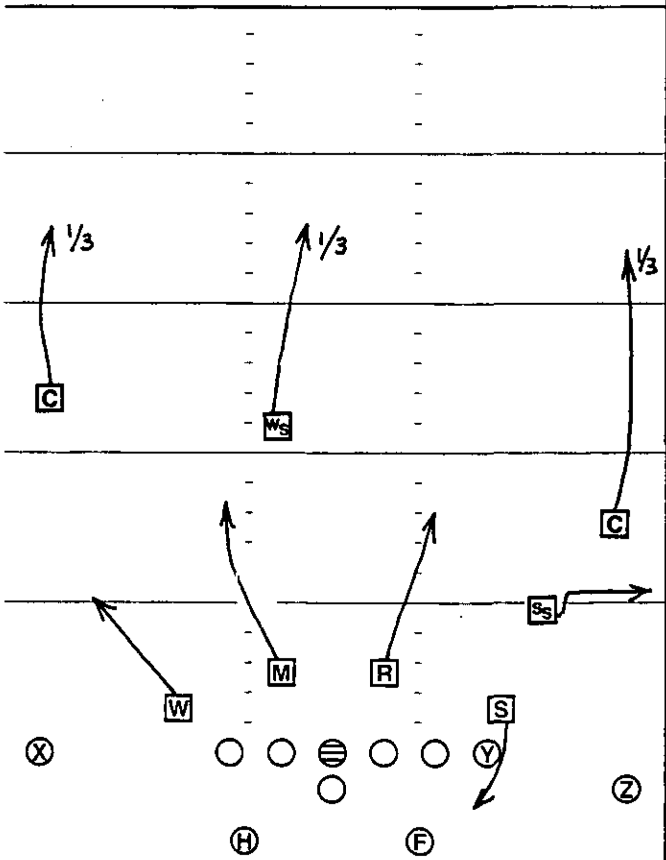


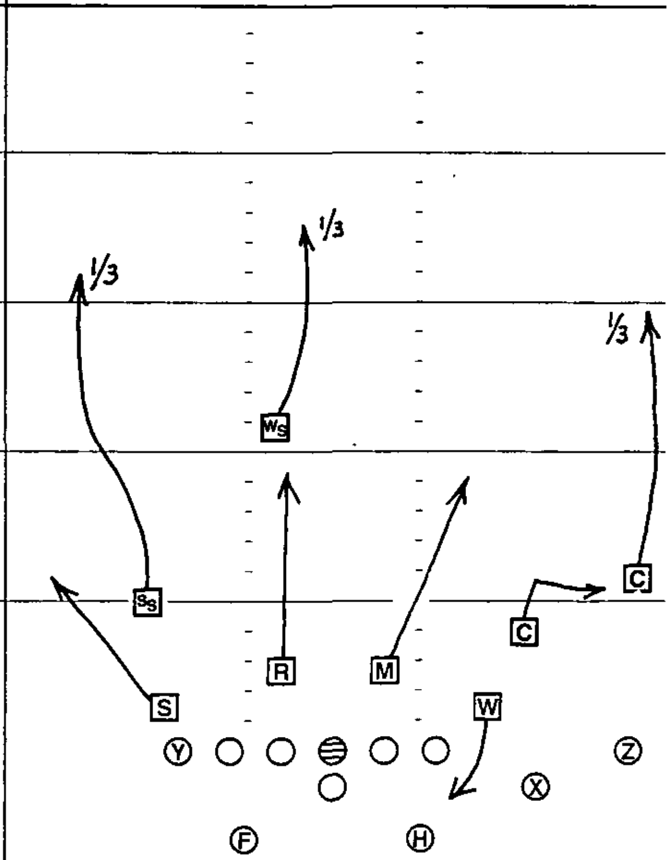

(EAST FORMATION)




**EVEN (30)**

**EVEN (30)**

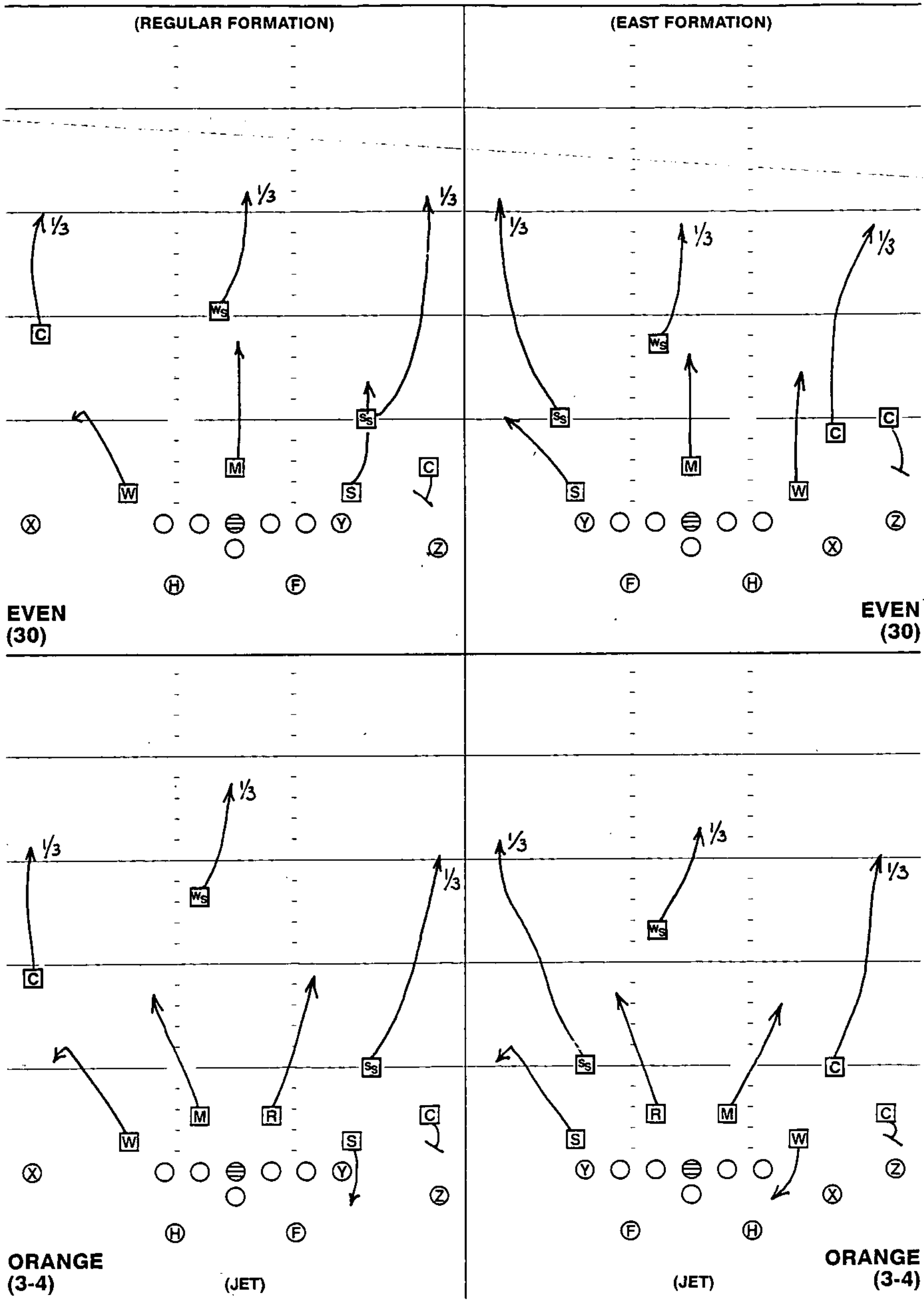



**ORANGE (3-4)** (JET)

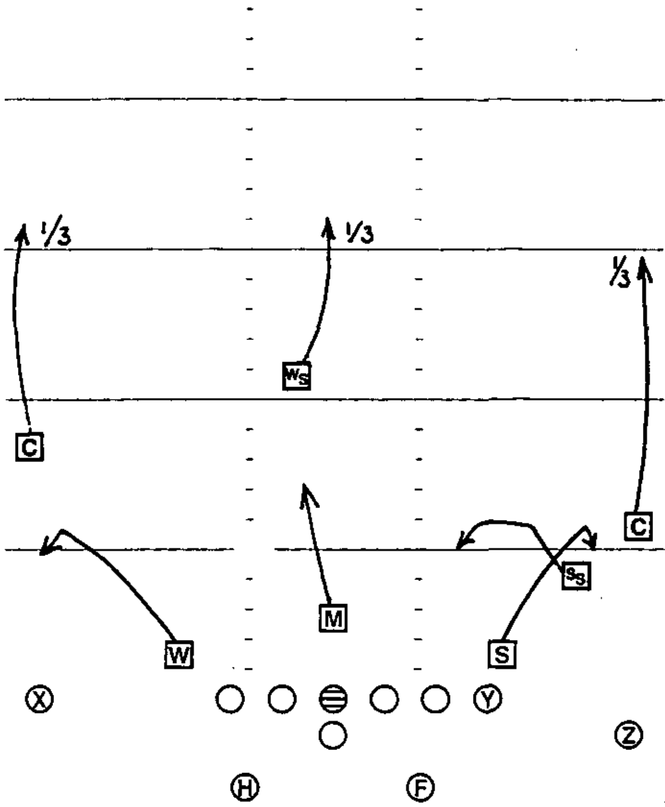
(JET) **ORANGE (3-4)**

# COVER 3 CLOUD



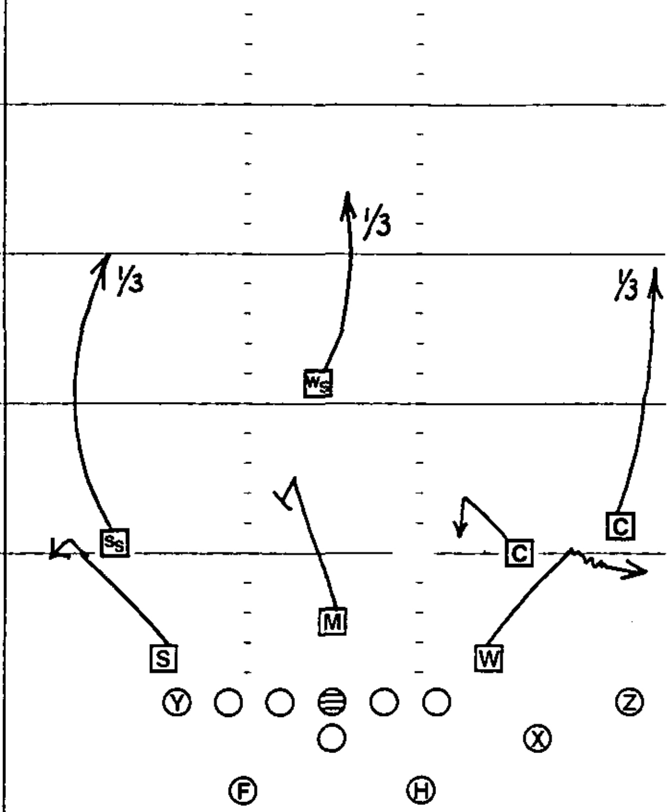
# COVER 3 BACKER

(REGULAR FORMATION)

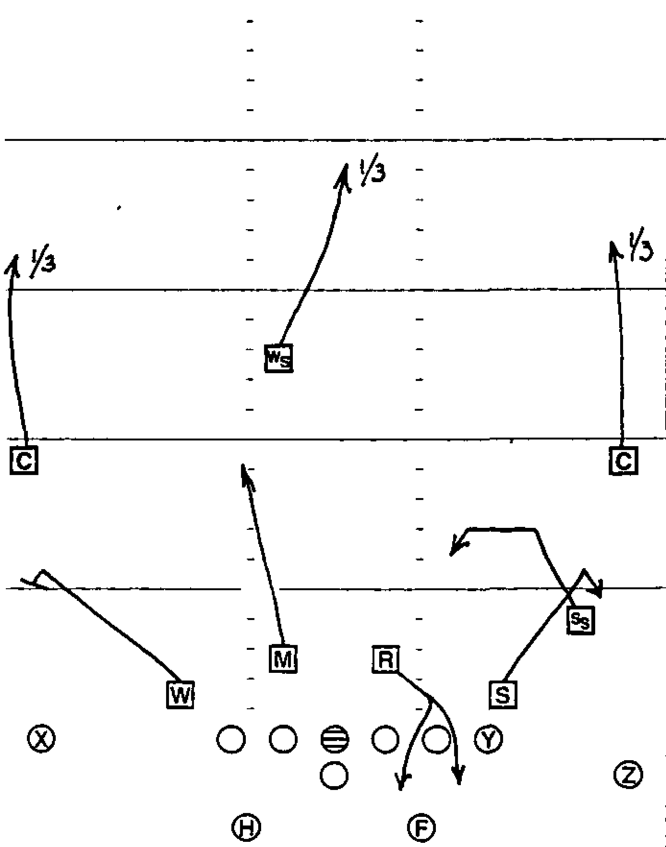



EVEN
(30)

(EAST FORMATION)

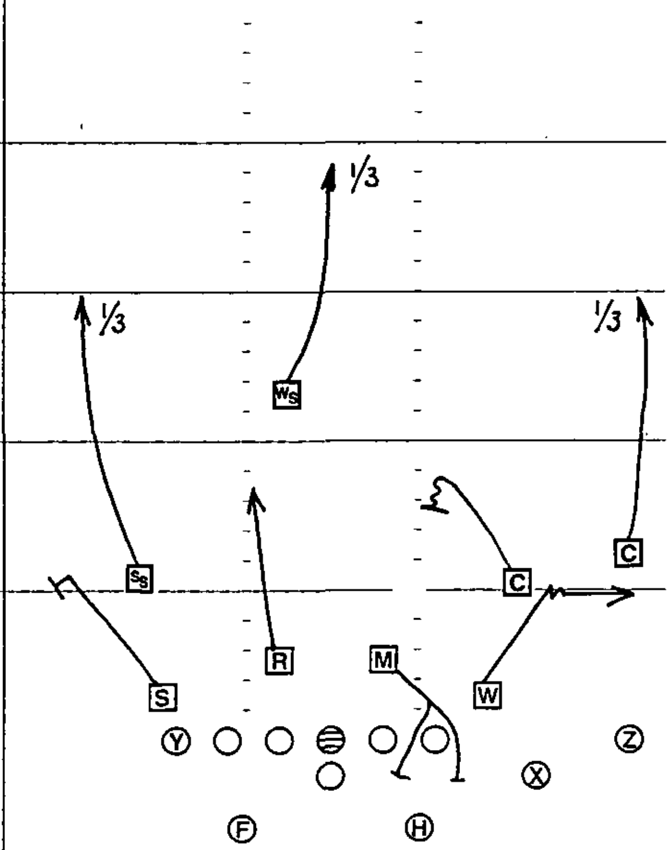



EVEN
(30)




ORANGE
(3-4)

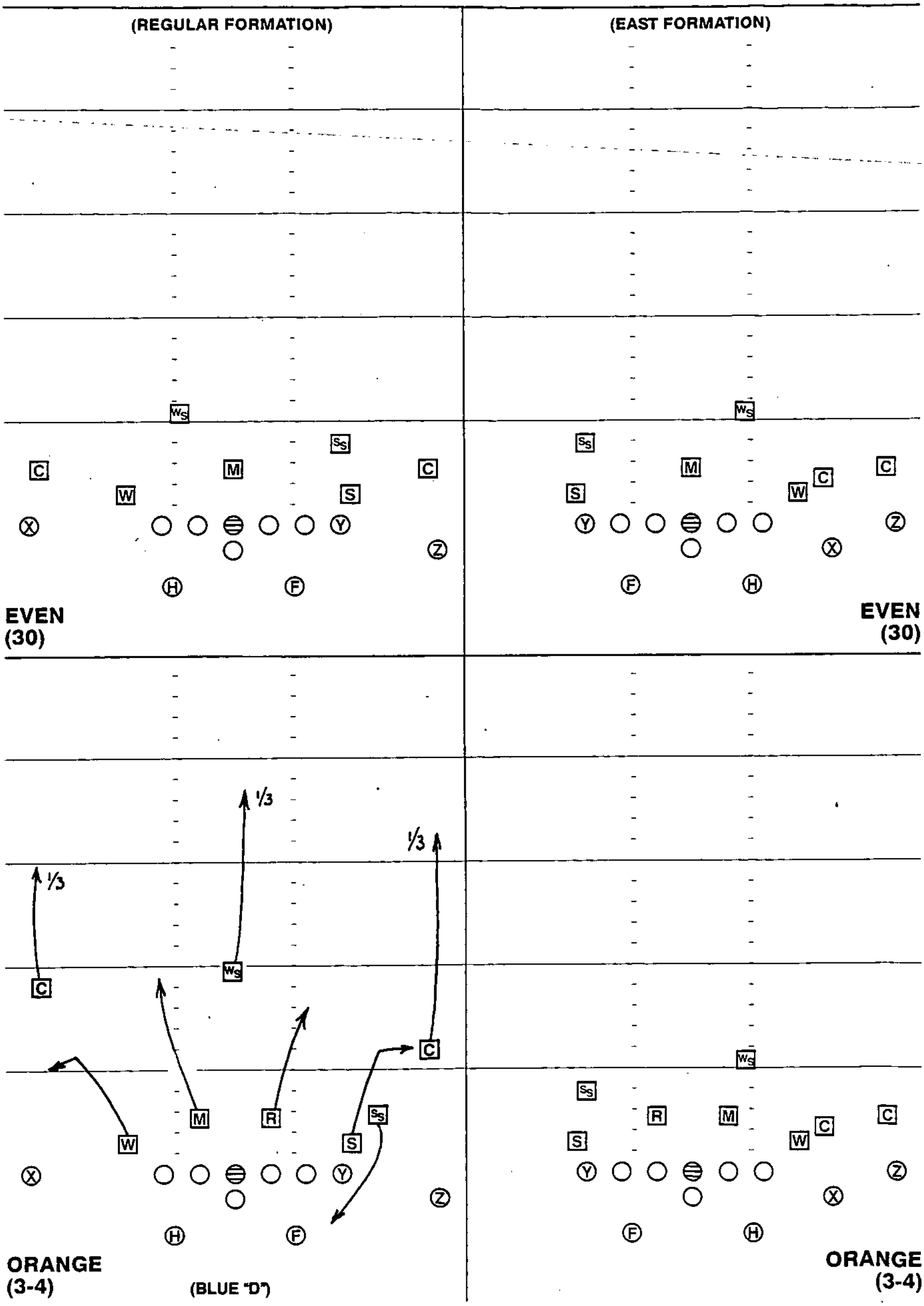
(ROCKET)



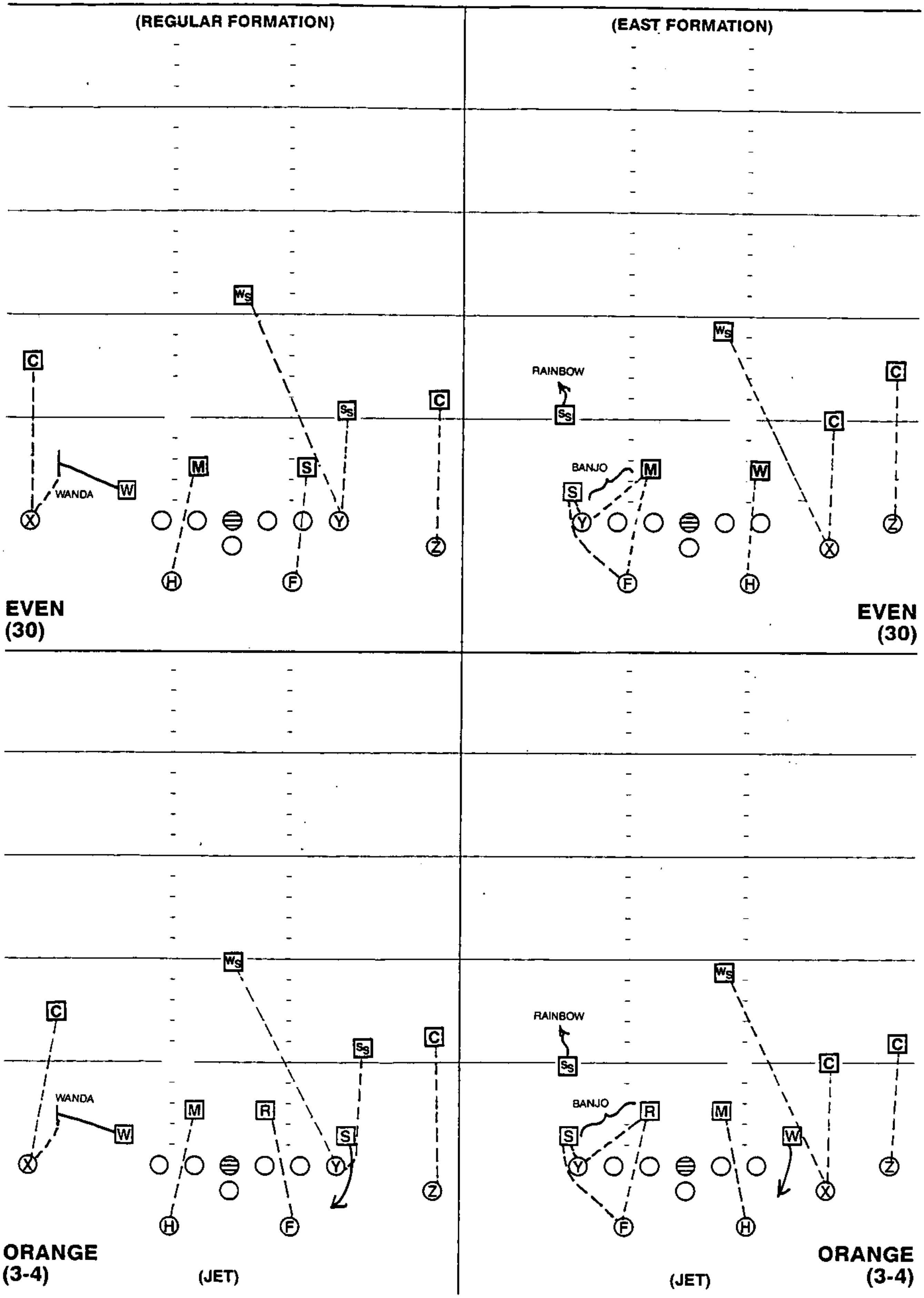

(ROCKET)

ORANGE
(3-4)

# COVER 3 CHANGE

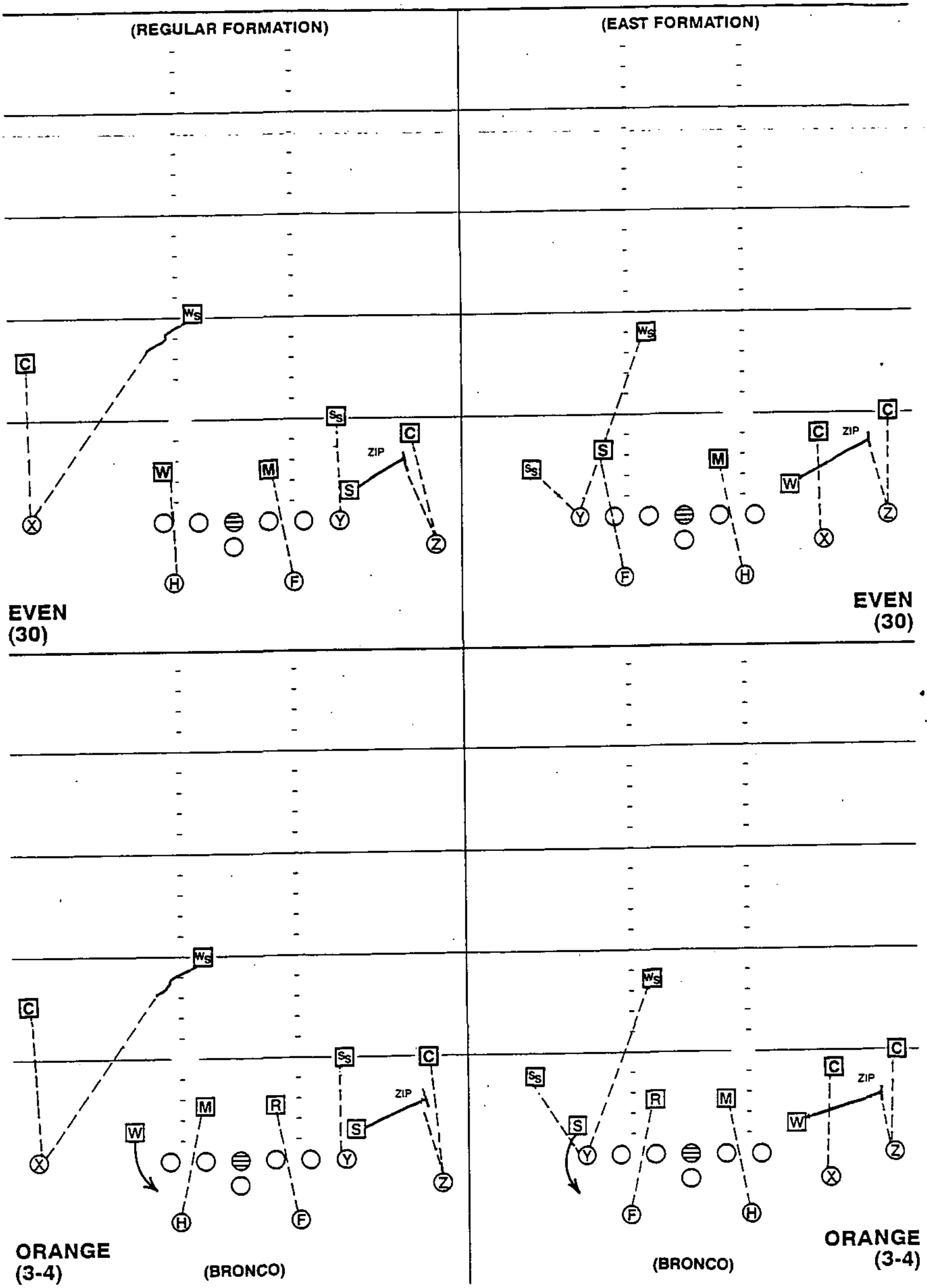


# COVER 4

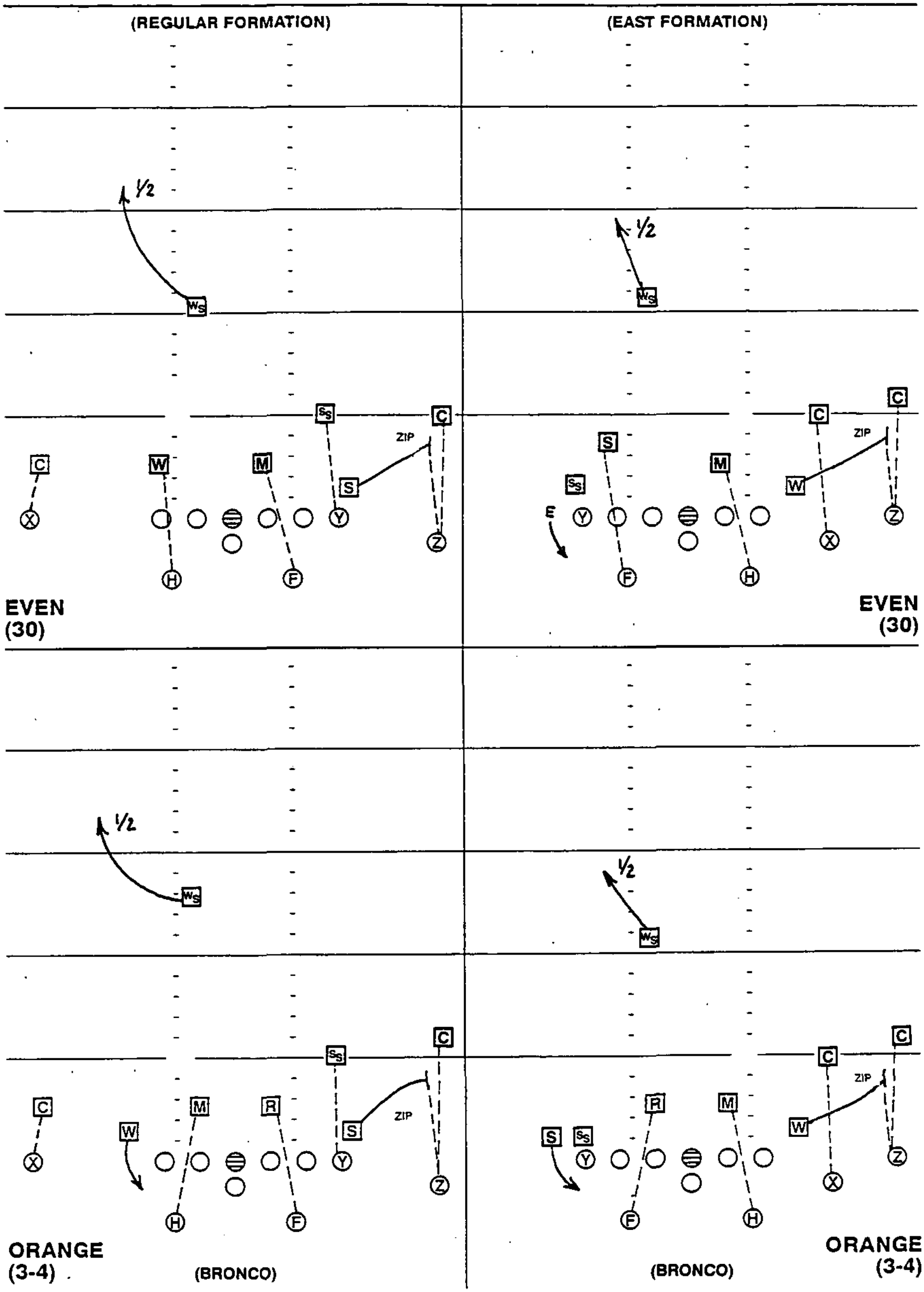


(REGULAR FORMATION)
(EAST FORMATION)
WANDA
RAINBOW
BANJO
EVEN (30)
EVEN (30)
WANDA
RAINBOW
BANJO
ORANGE (3-4)
(JET)
(JET)
ORANGE (3-4)

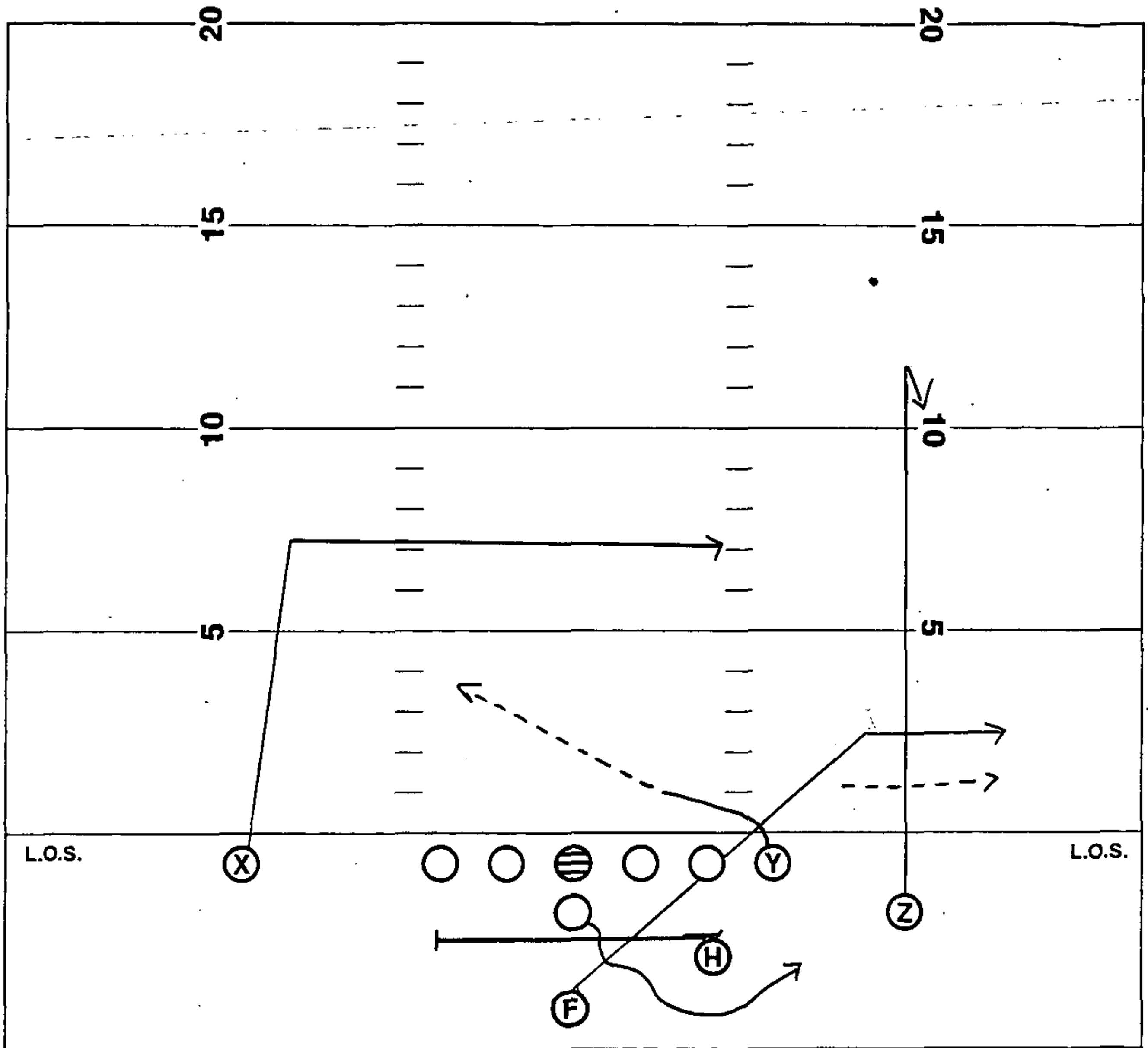
# COVER 7 BRACKET



# COVER 7 PRESS

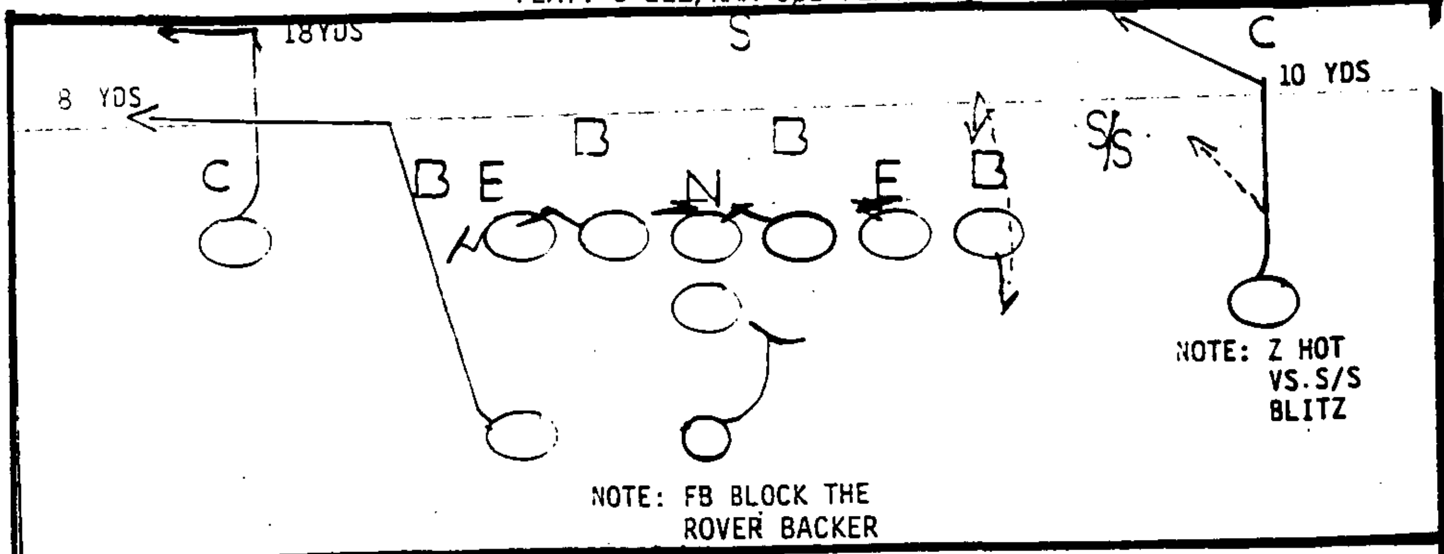


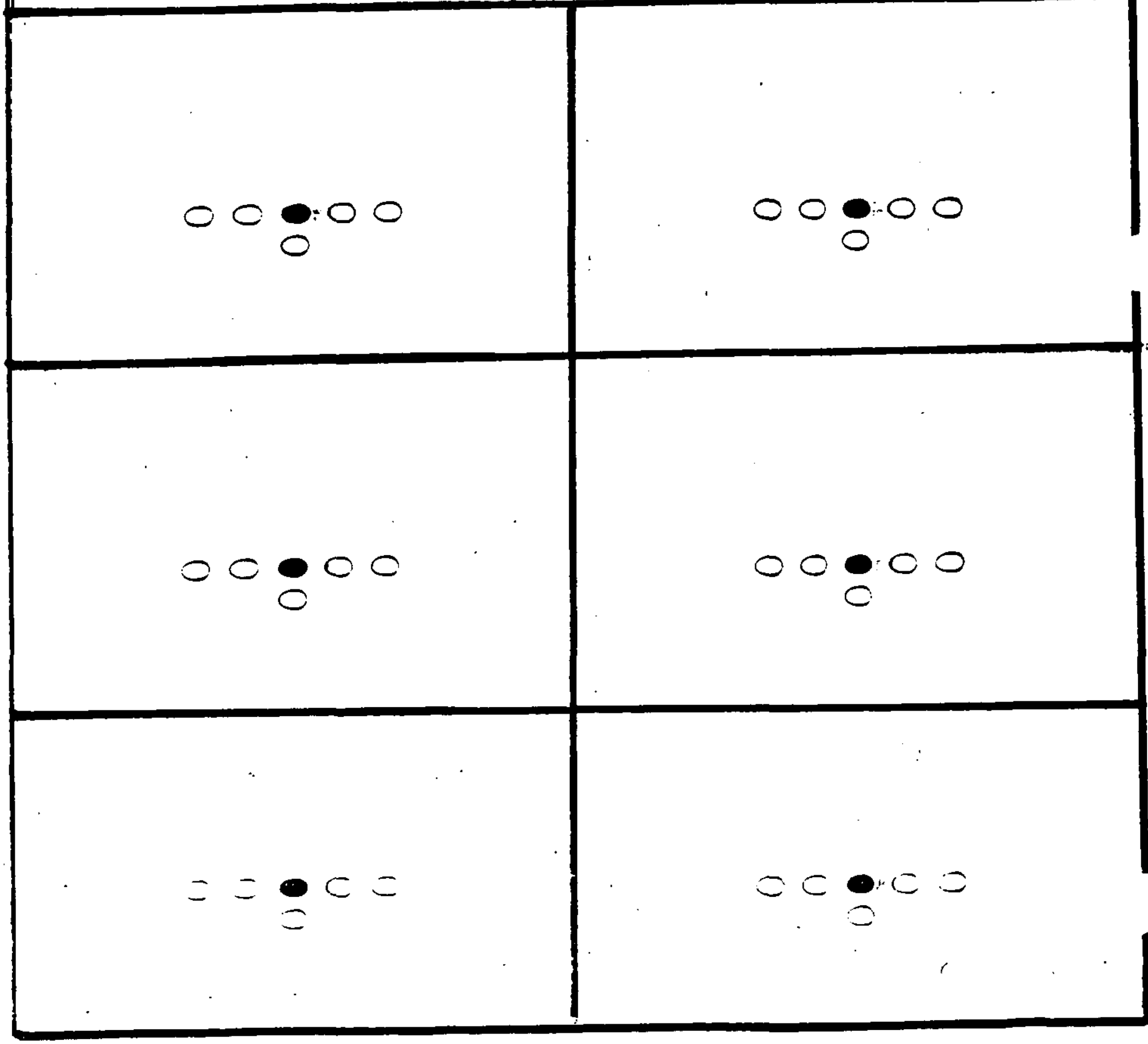
## NAKED RT/LT CTR 17/16 O.T. Y-RUB



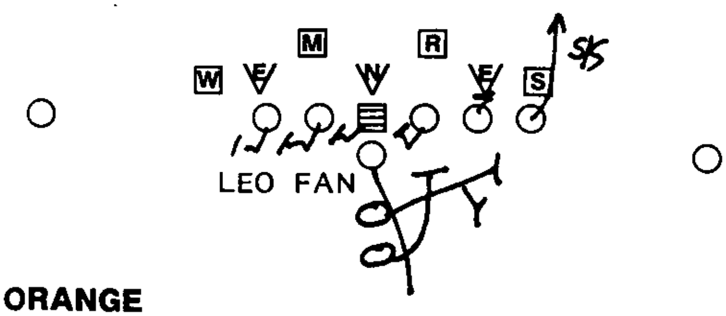

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Must give ground as you are coming back. Remember the LB is unblocked. | X- Must push upfield and quickly work across. |
| HB- Must delay on a counter step to let the FB clear. Block first Backer over to outside the TE. | Z- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| FB Must take a free release as to not get knocked down at LOS. Remember to look quick for the ball. | Y- Must rub the first Inside Backer off the ball. You must make him go over the top. |

PLAY: S-LEE/RAM 5Ø8 FLAT    FORMATION: FAR

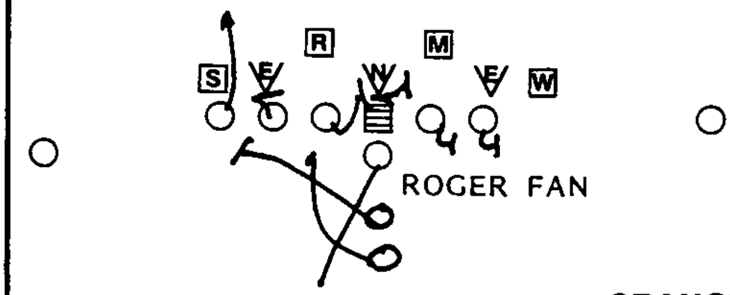


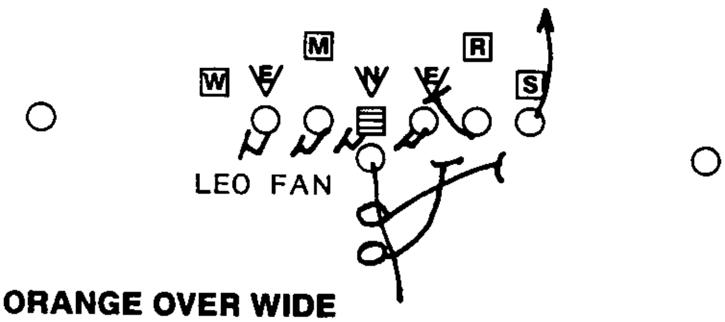
PLAY K-LEE K-RAM FORMATIONS



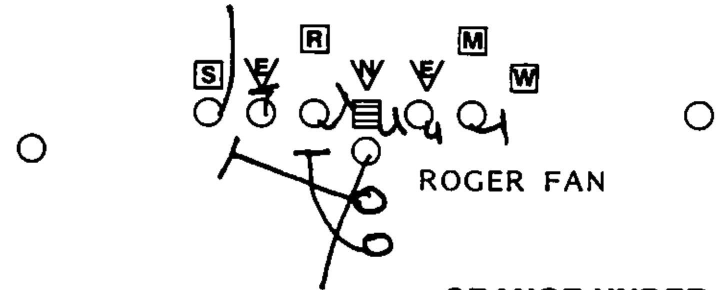

ORANGE



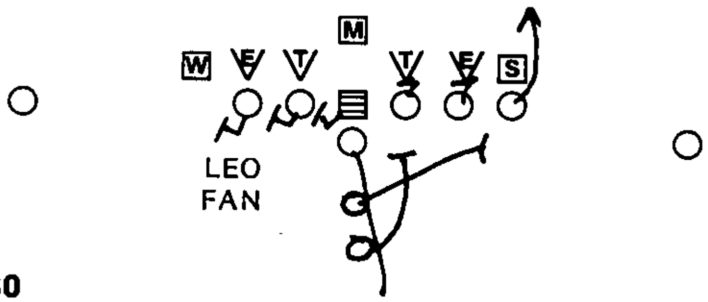

ORANGE



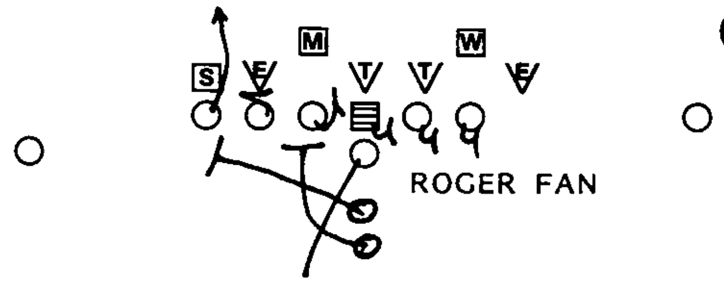

ORANGE OVER WIDE



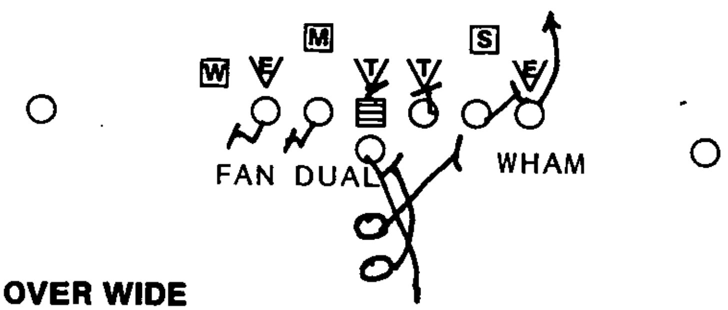

ORANGE UNDER L



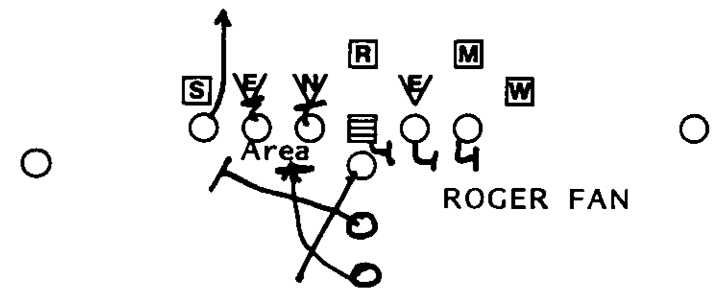

30



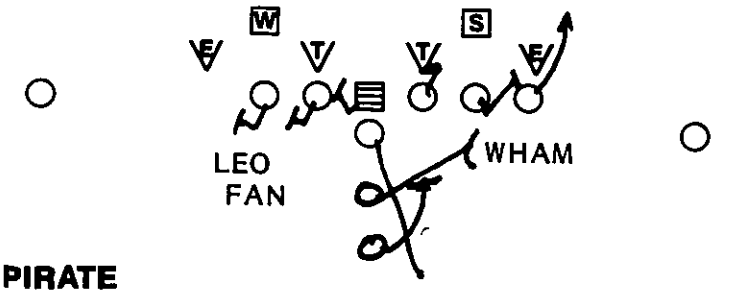

UNDER 40L



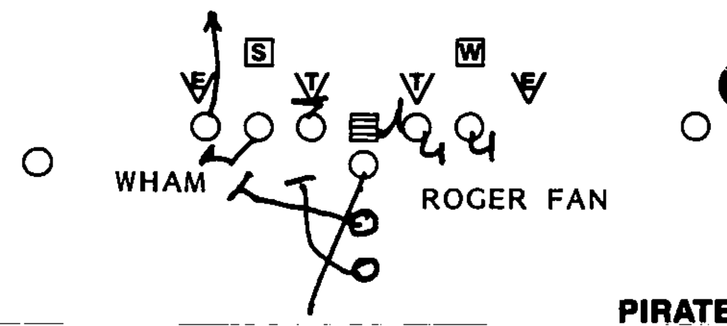

OVER WIDE




ORANGE STRONG

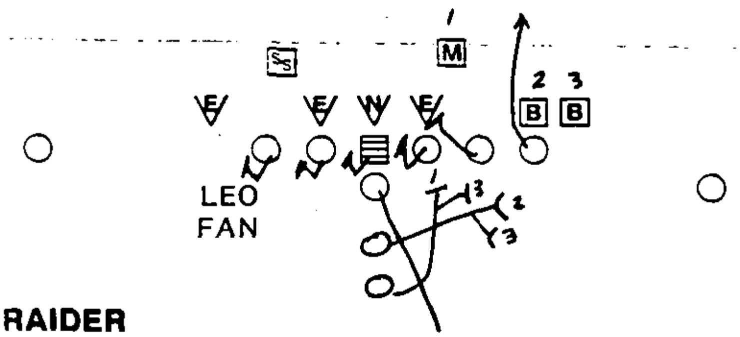



PIRATE

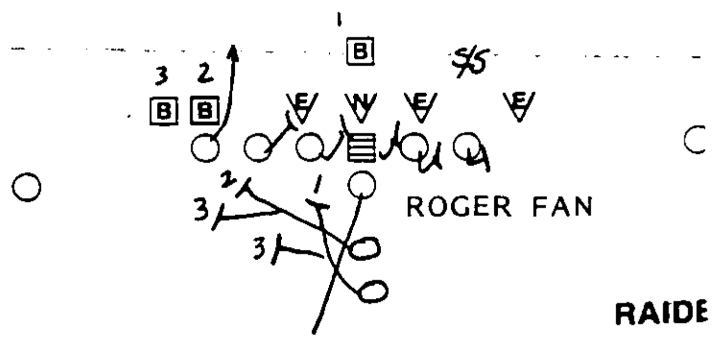



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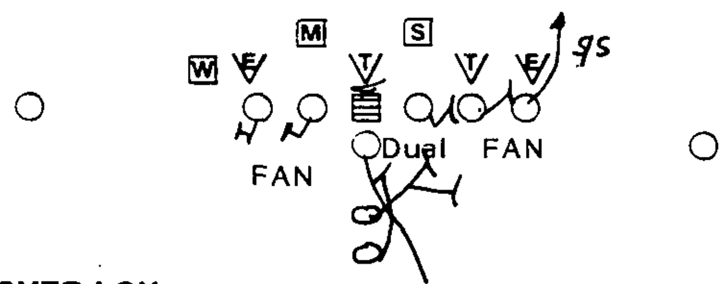
K-LEE | K-RAM



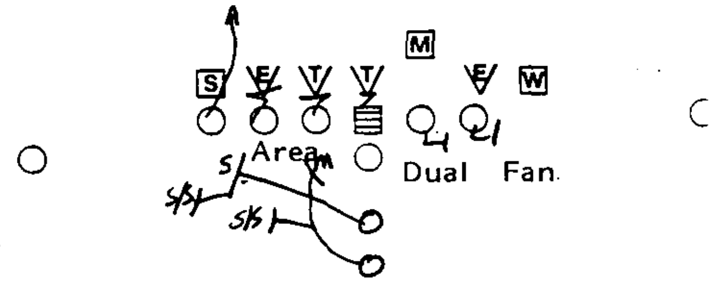

RAIDER




RAIDE

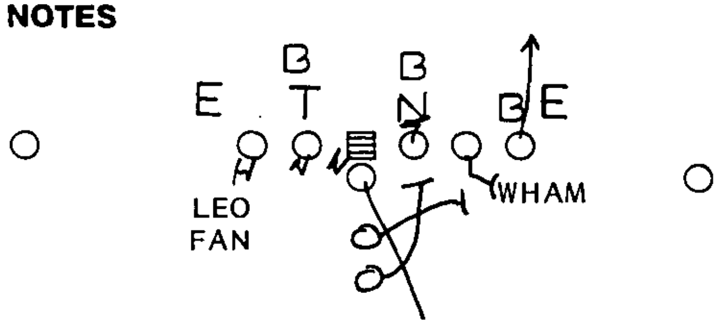



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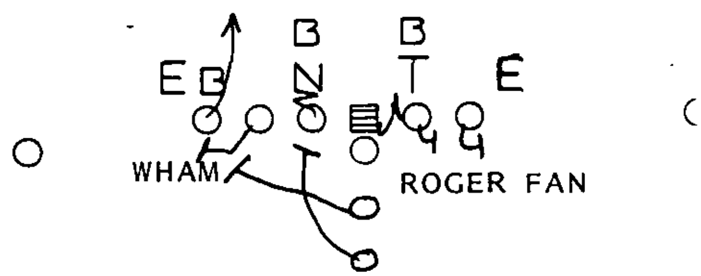



OVER

NOTES




NOTES




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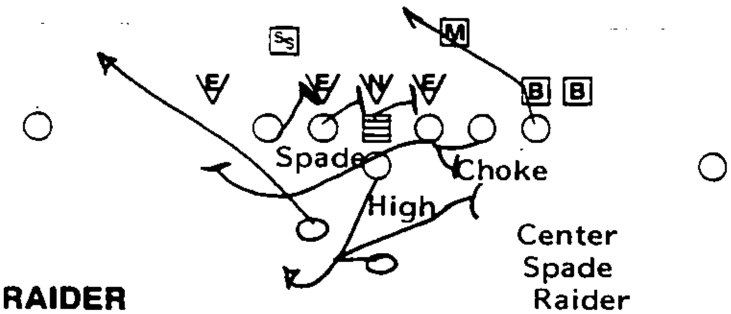
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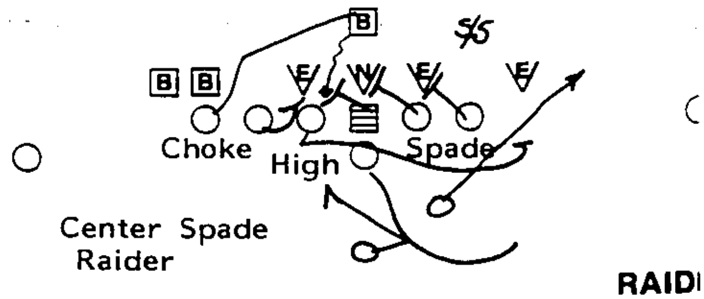
REMARKS

REMARKS

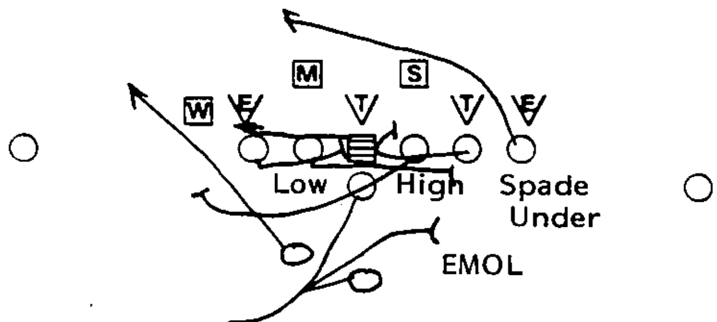
NAKED LT. CTR. 16 OT | NAKED RT. CTR 17 OT



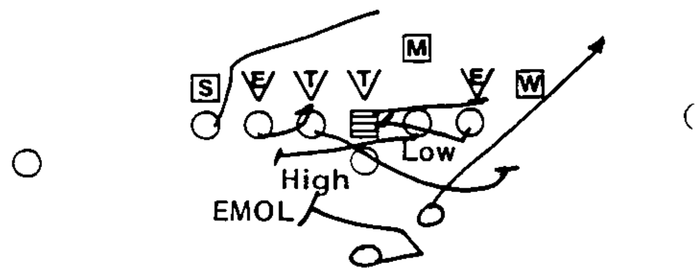

**RAIDER**




**RAIDI**

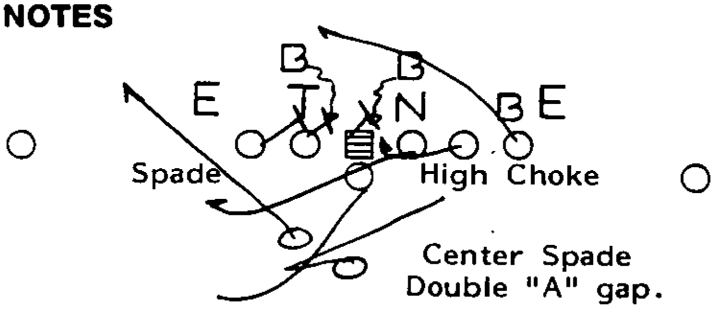



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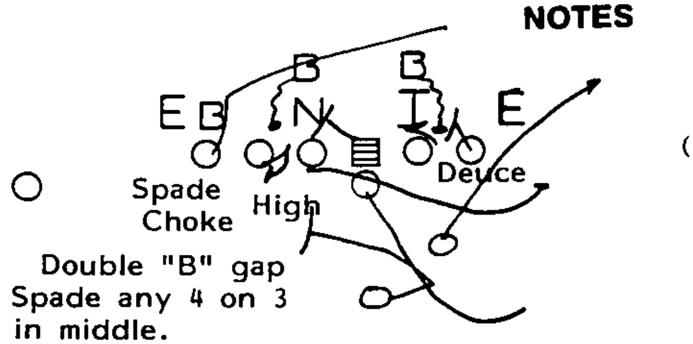



**OVER**

**NOTES**




**NOTES**




**NOTES**



**NOTES**

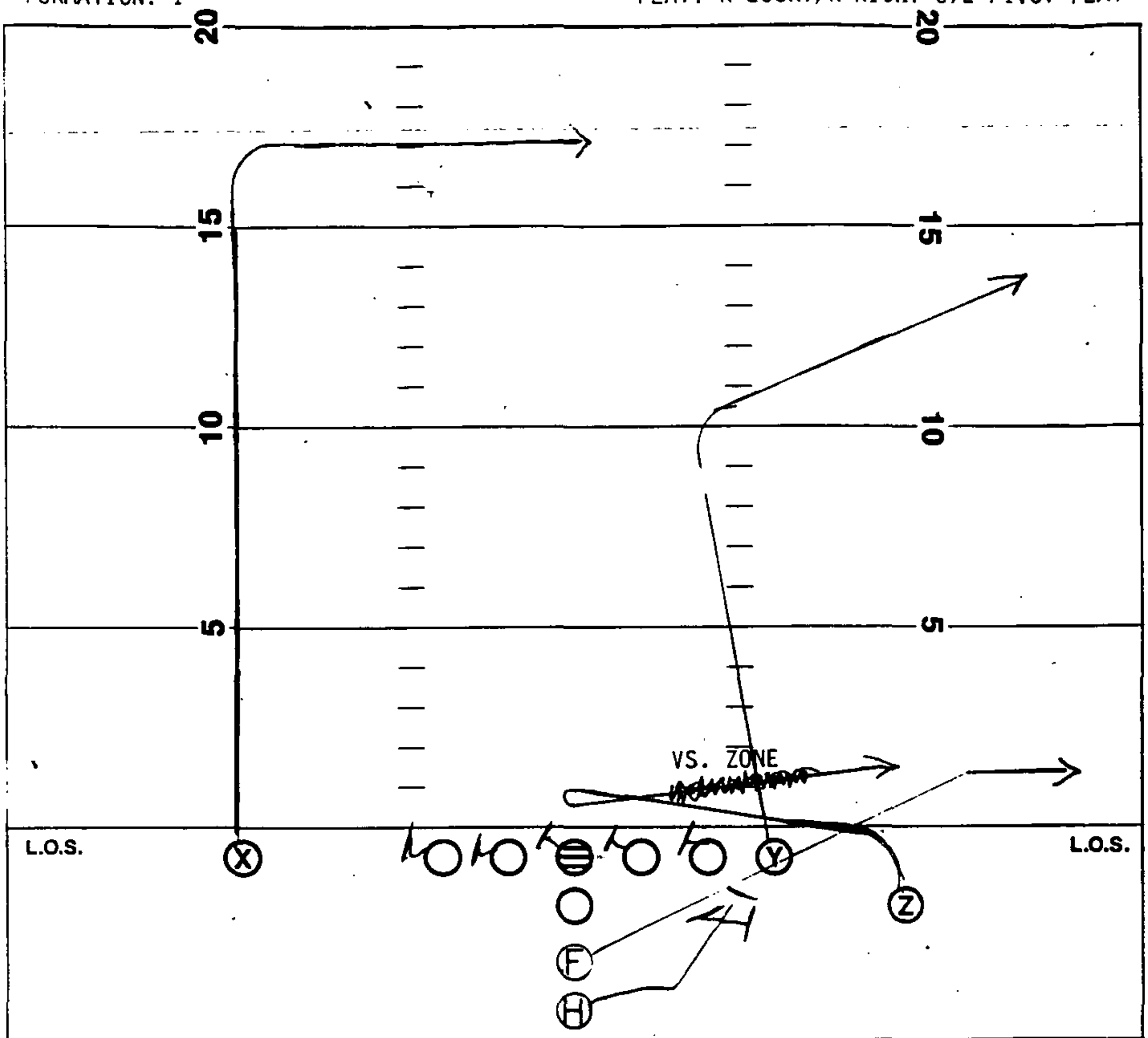


**REMARKS**

**REMARKS**

FORMATION: I

PLAY: K LUCKY/K RICKY 672 PIVOT FLAT




## NOTES

PLAY IS USUALLY GOING TO GET CALLED VS. A RAIDER DEFENSE. THE HB WILL NOW BLOCK ALL THREE BACKERS TO STRONG SIDE.

Z - FIND THE HOLE ON ZONE DEFENSE. EXPLODE BACK OUT VS. MAN.

## ROUTE ADJUSTMENTS

X - RUN 6 ROUTE

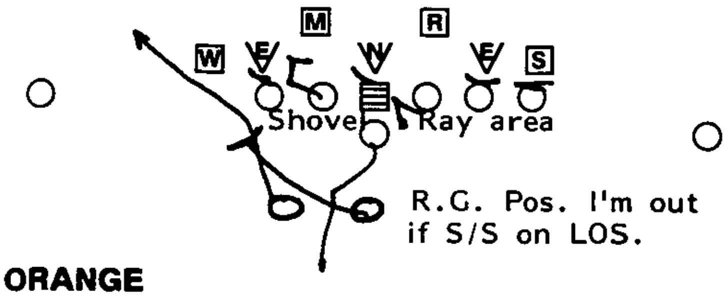
Y - RUN 7 ROUTE. TAKE INSIDE RELEASE.

Z - RUN A TWO SNEAK ONCE YOU REACH THE CENTER LOCATION, PIVOT BACK OUT.

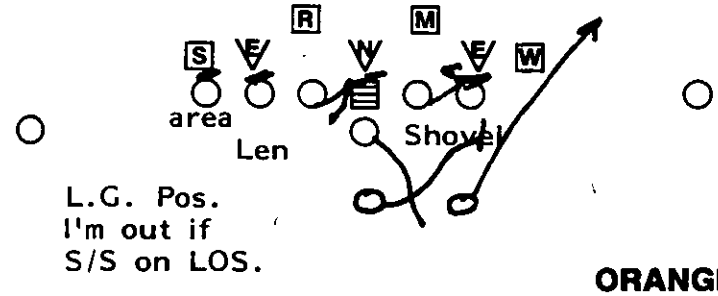
FB - NO BLOCKING RESPONSIBILITY. RUN THE SAM ROUTE YOU WOULD RUN ON NAKED Y RUB. LOOK QUICKLY FOR THE BALL.

HB - RUN YOUR K-LEE/K-RAM PLAY ACTION. YOU ARE RESPONSIBLE FOR ANY BLITZ ON STRONG SIDE. USUALLY THE SAM, ROVER OR S/S.

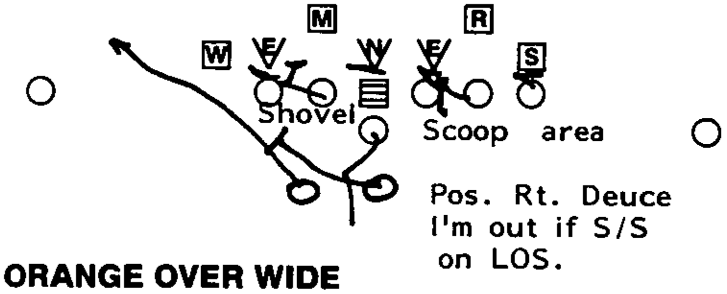
PLAY W-LT W-RT FORMATIONS



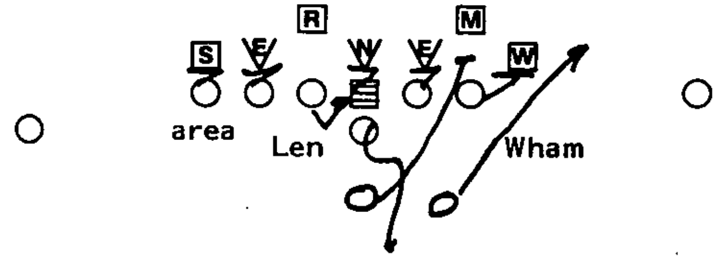

ORANGE



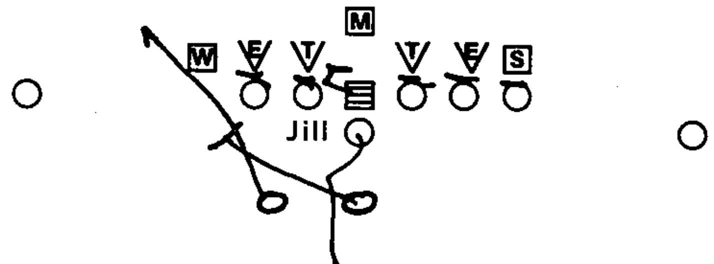

ORANGE



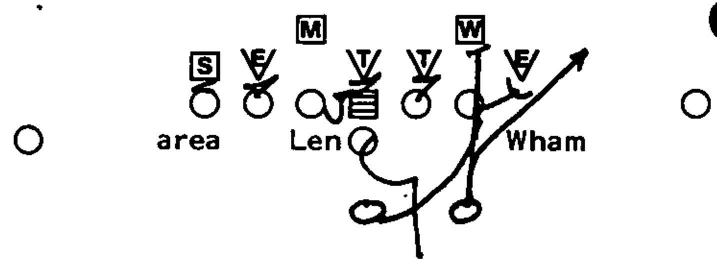

ORANGE OVER WIDE



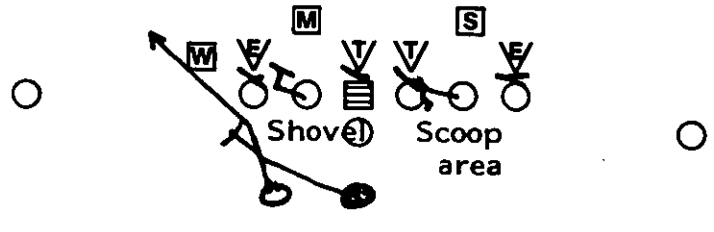

ORANGE UNDER L



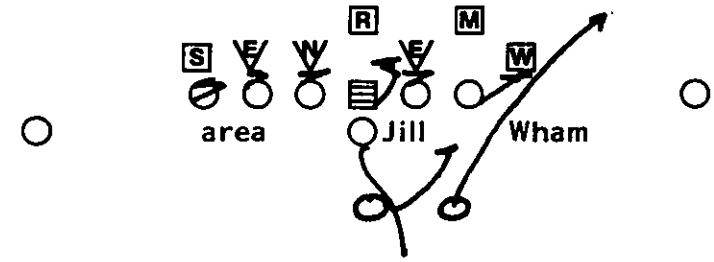

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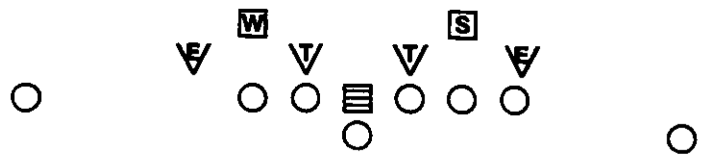

UNDER 40L



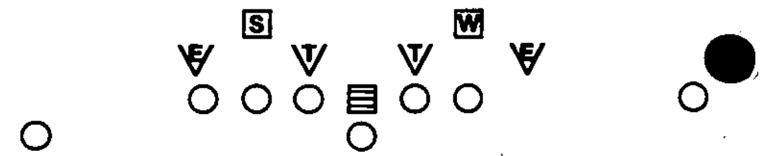

OVER WIDE




ORANGE STRONG

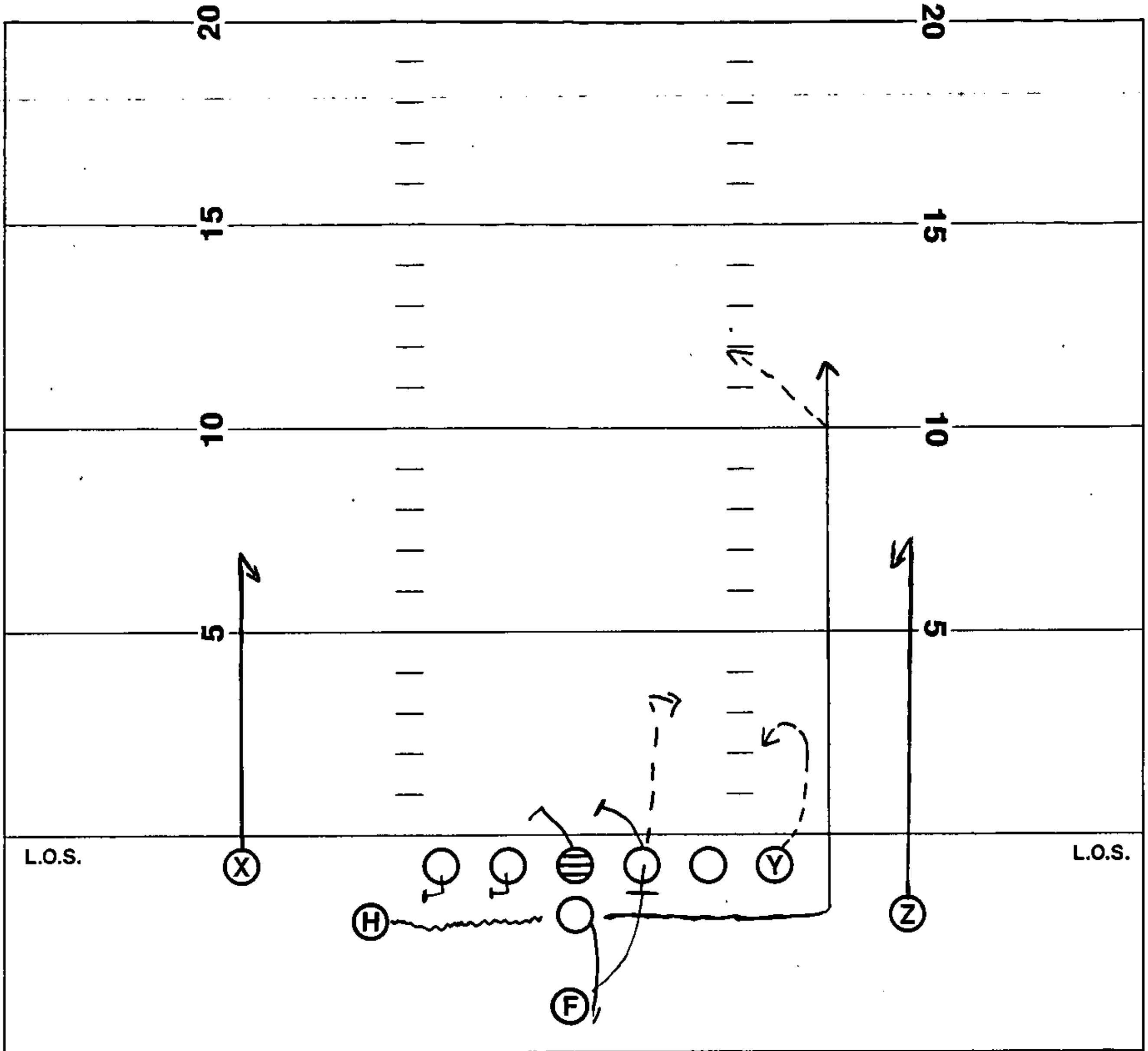


PIRATE



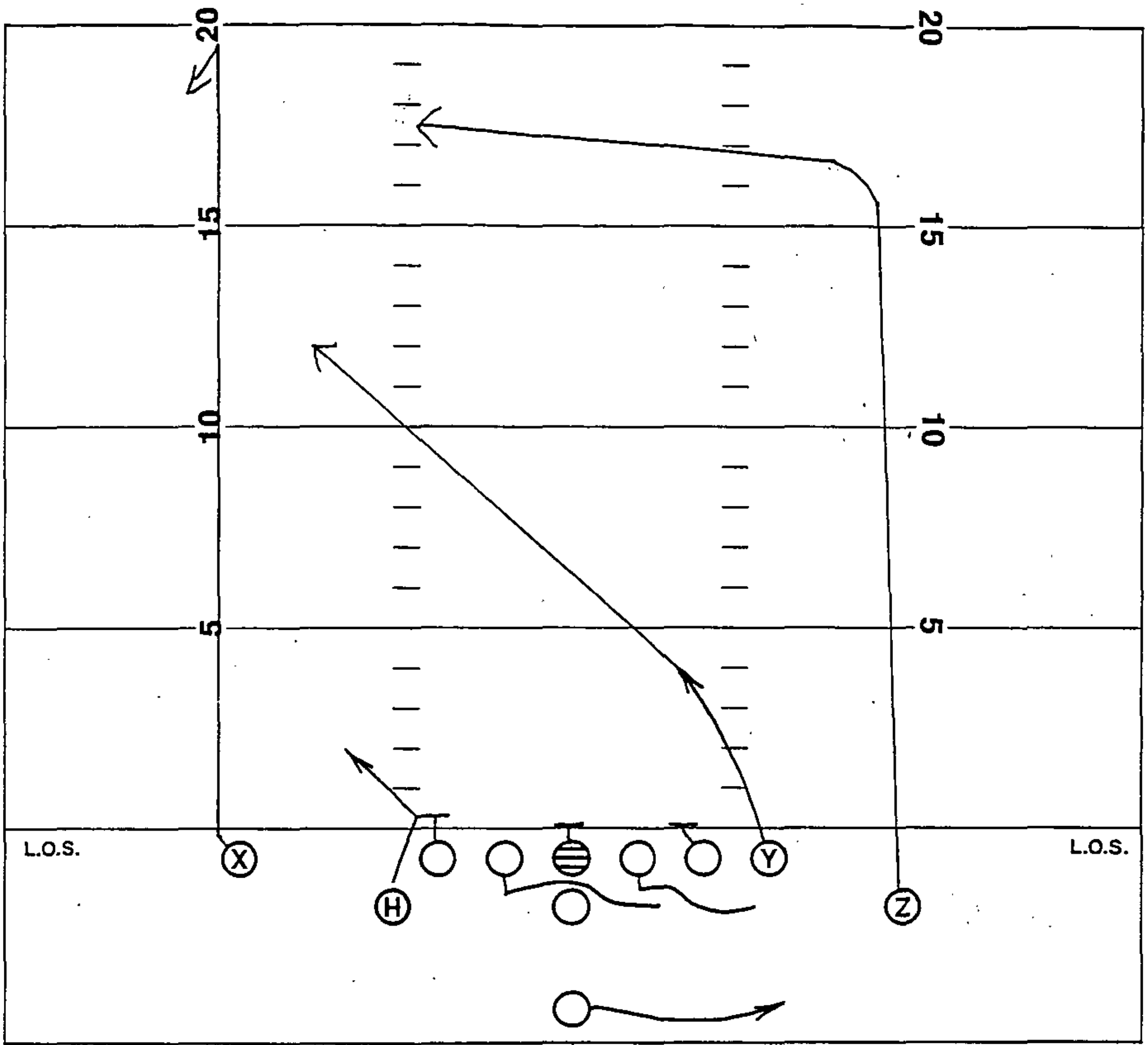
PIRATE

# S LUG/ROK 000 SEAM



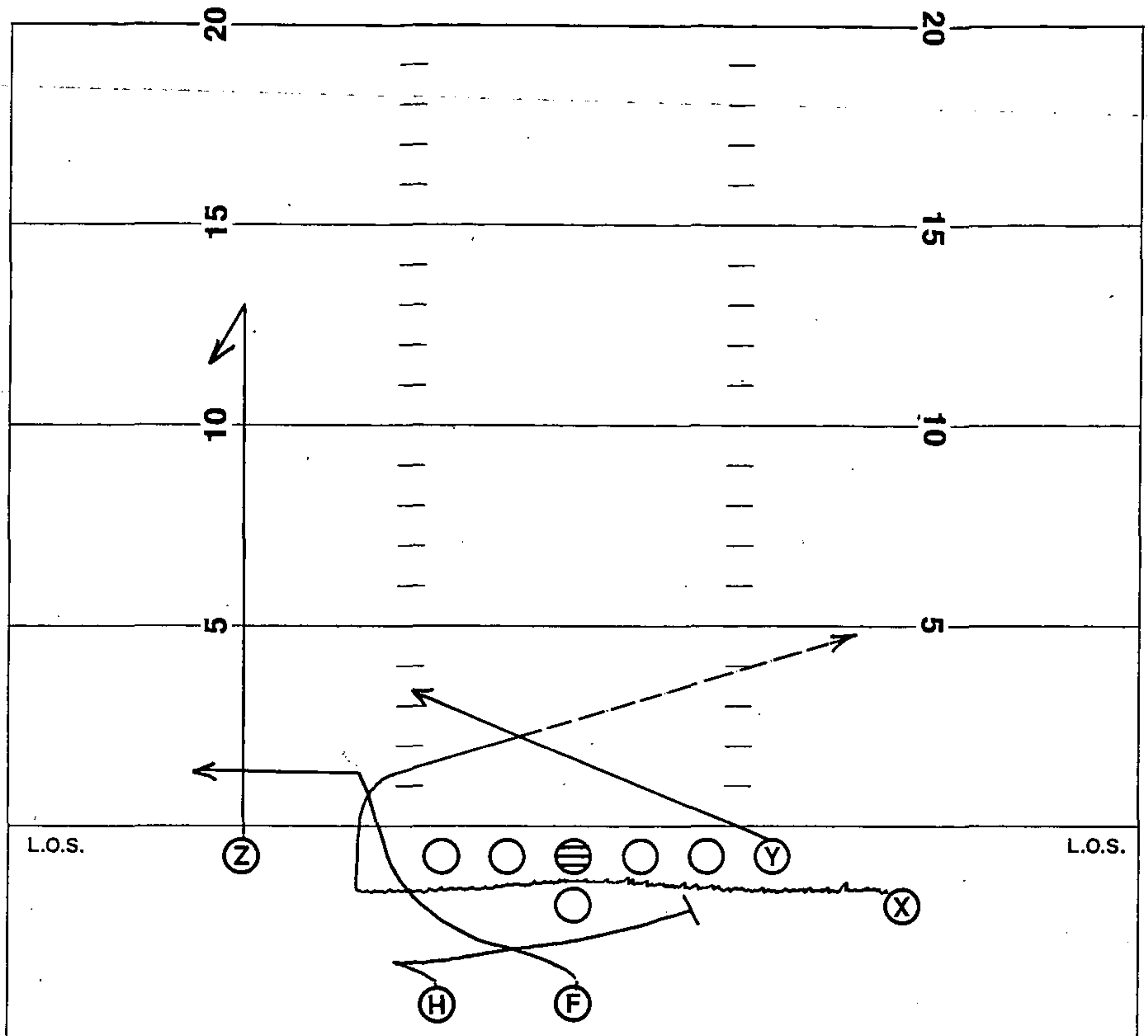

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Must take the easy throw.<br>vs. no F/S look at the H down the middle<br><br>FB- Good play action fake at the Rover Backer. If Rover don't come, check over the middle. | X- Must take an outside release, then fade away from Defender. Run at the back corner of the end zone.<br><br>Z- Must take an outside release. Push up to 5 yards. If zone sit about 5 yards from sideline, 5 yards depth. If man bump coverage, turn route into a 2 Route.<br><br>HB- Must get width to the numbers. Run through the inside shoulder of S/S.<br>vs. no F/S break to the middle of the field. |

# BOOT LT/RT FAKE FLIP 68/69



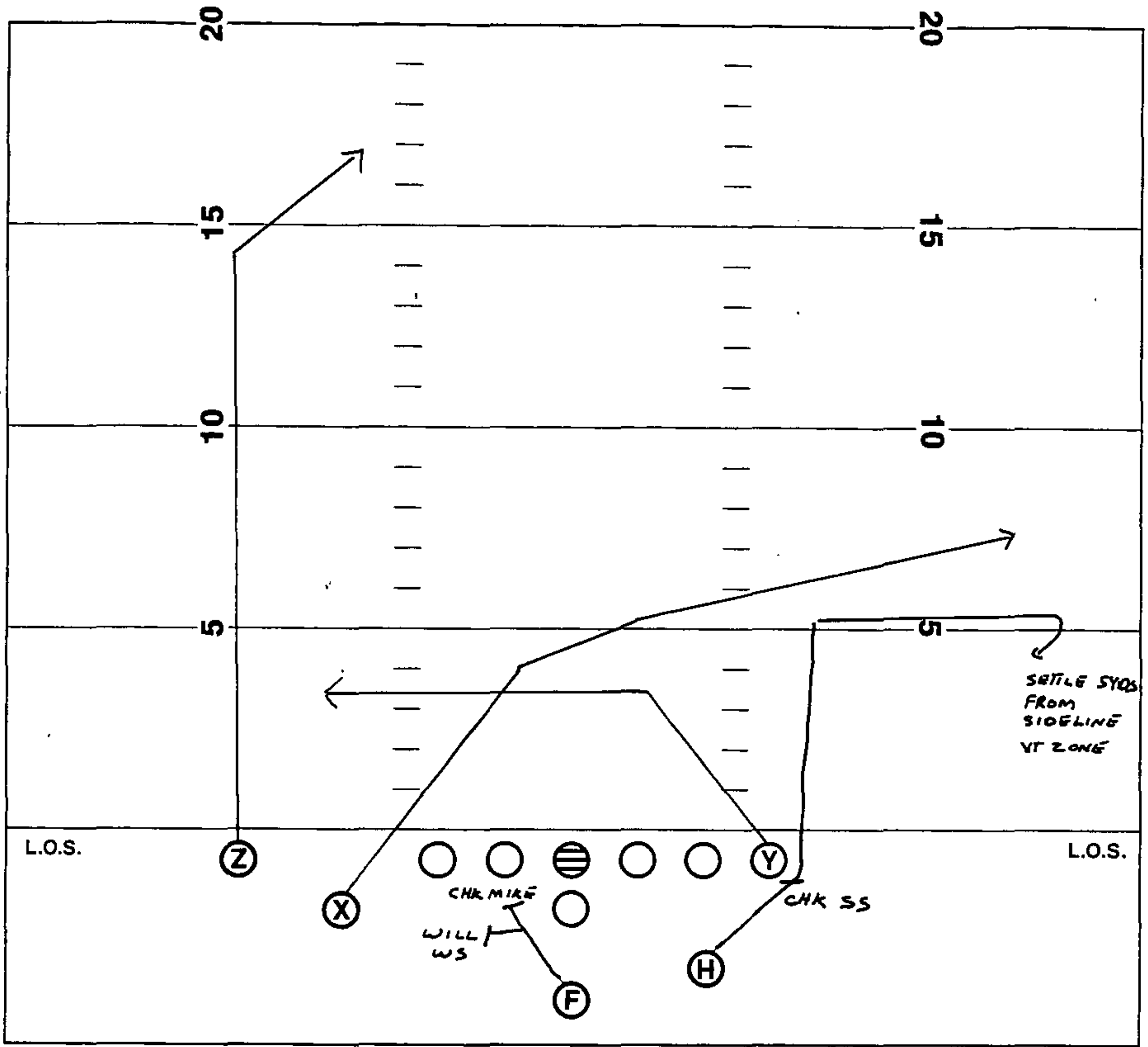

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Alert to go opposite. Always run away from the S/S. Give ground after the fake. Always keep eyes on DE. | X- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| HB- Block down on defensive man over the tackle. Keep shoulder square. See the Backer. If the Backer dogs, release quickly. If the Backer drops, run across his face. | Z- Push up and across the field as quickly as possible. |
| | Y- Push up and across the field as quickly as possible. |
| FB- Fake the play called and look for any S/S blitz. | HB- Must quickly get two or three yards up-field and look for the ball. |

# NAKED LT/RT CTR 16/17 O.T. X RUB (EAST X OPO)



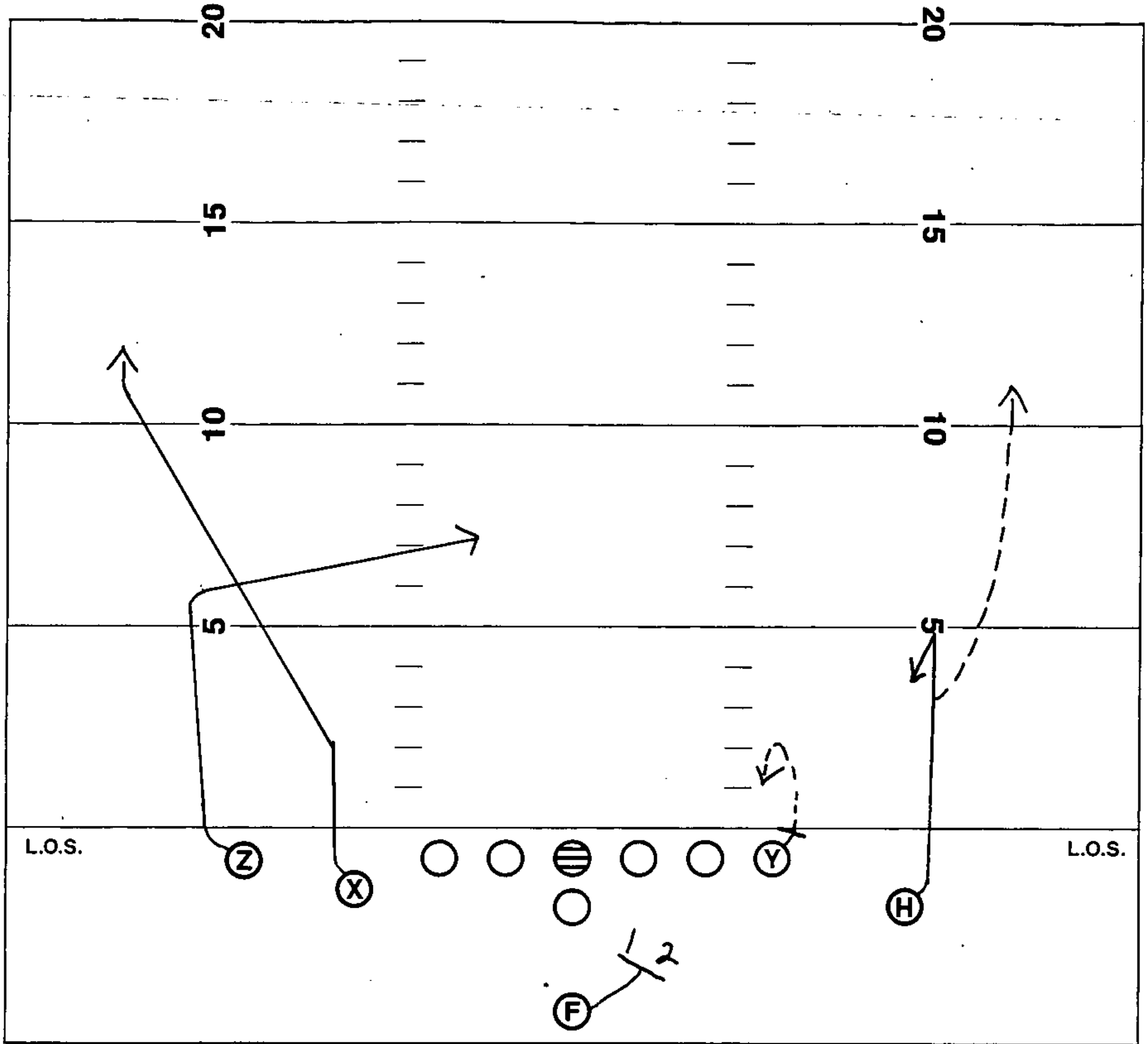

| **NOTES** | **ROUTE ADJUSTMENTS** |
|---|---|
| QB- Must give ground as you are coming back. Remember the LB is unblocked. | X- Must rub the Backer or Safety in the L location. You must make the defender go over the top. |
| HB- Must delay on a counter step to let the FB clear. Block first Backer over to outside the TE. | Z- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| FB- Must take a free release as to not get knocked down at LOS. Remember to look quick for the ball. | Y- Get across the field as quick as possible. |

# RAM/LEE 288 FLAG FLAT



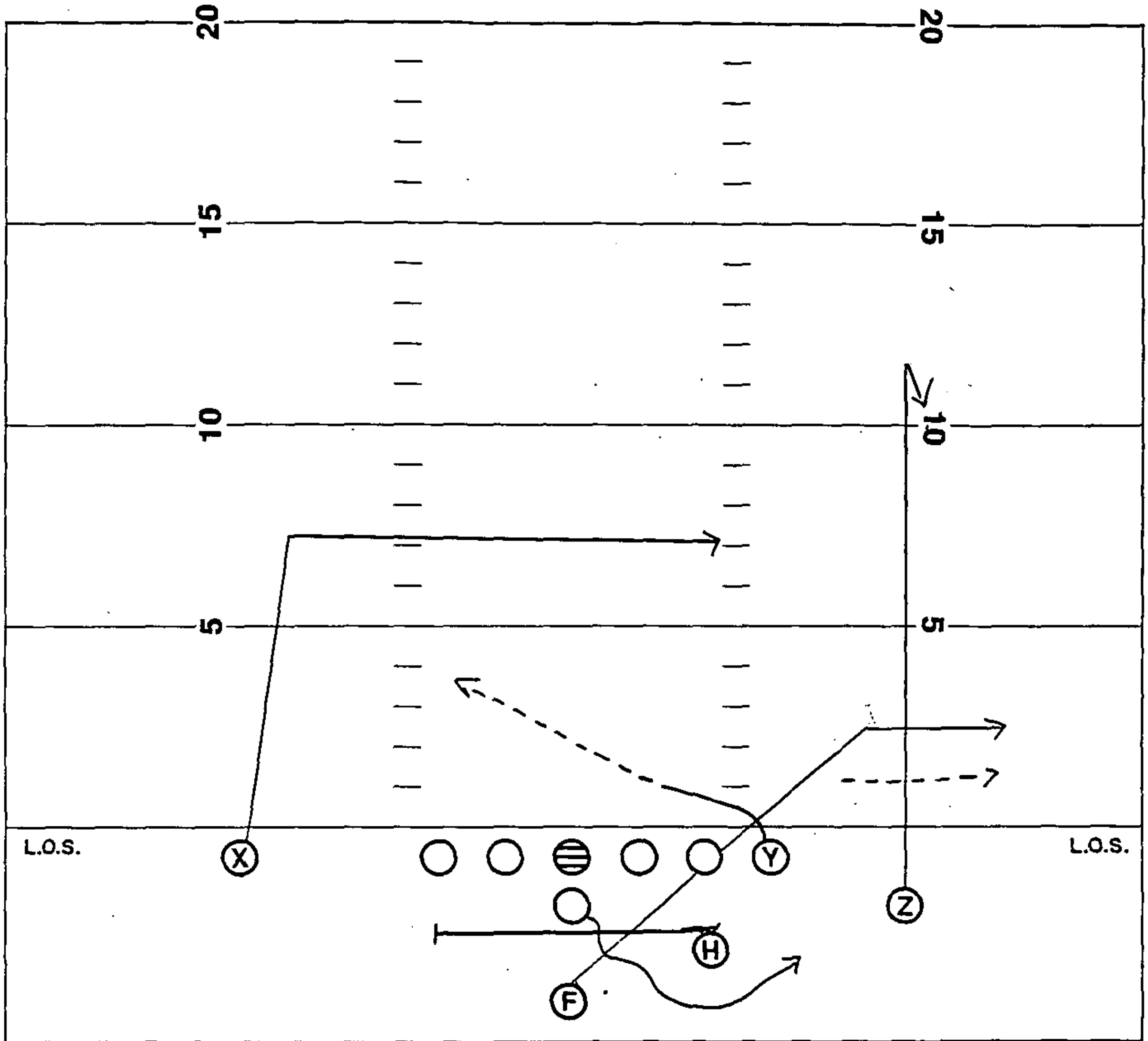

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | |

# LUG/ROK 090 ∅ X FADE



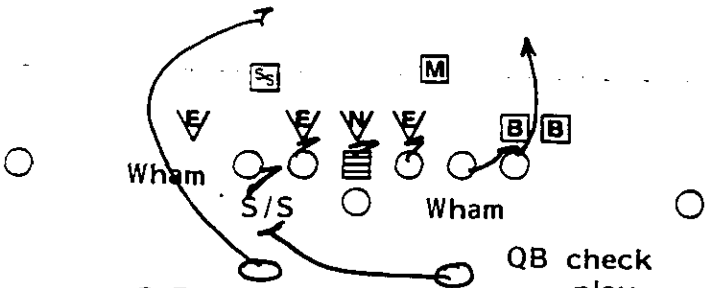

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- vs. man bump coverage, throw the X Fade.<br><br>vs. any off coverage, throw the 0 Route to the Z or H.<br><br>FB- Check your assignment. No Backer blitz, you become an extra protector. | X- Must take an outside release, then fade away from Defender. Run at the back corner of the end zone.<br><br>Z- Must take an outside release. Push up to 5 yards. If zone sit about 5 yards from sideline, 5 yards depth. If man bump coverage, turn route into a 2 Route.<br><br>H- Run 0 Route vs. zone or man off..<br><br>vs. bump coverage, run 9 Fade Route. |

# NAKED RT/LT CTR 17/16 O.T. Y-RUB



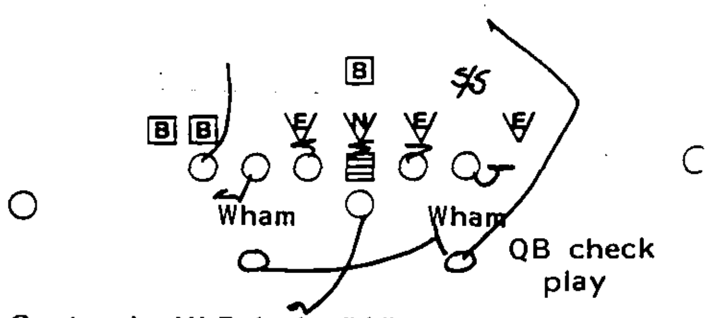

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Must give ground as you are coming back. Remember the LB is unblocked. | X- Must push upfield and quickly work across. |
| HB- Must delay on a counter step to let the FB clear. Block first Backer over to outside the TE. | Z- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| FB Must take a free release as to not get knocked down at LOS. Remember to look quick for the ball. | Y- Must rub the first Inside Backer off the ball. You must make him go over the top. |

WAGGLE RT | WAGGLE LT



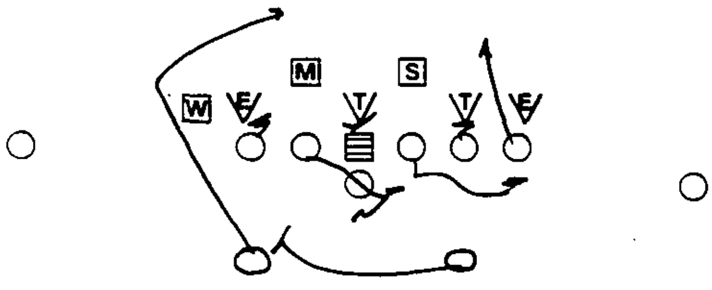

C.P.-Center if MLB is in "A" gap call spade and Off Guard pull.

**RAIDER**

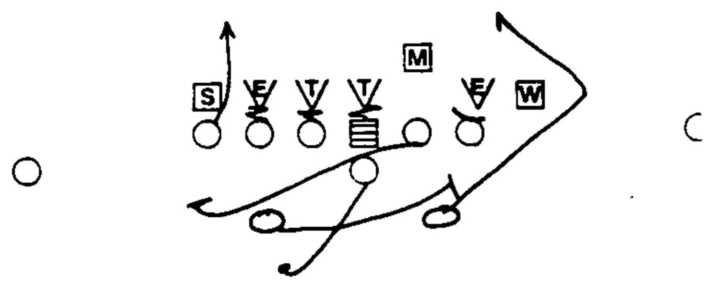



Center in MLB is in "A" gap call spade and off Guard pull.

**RAIDER**

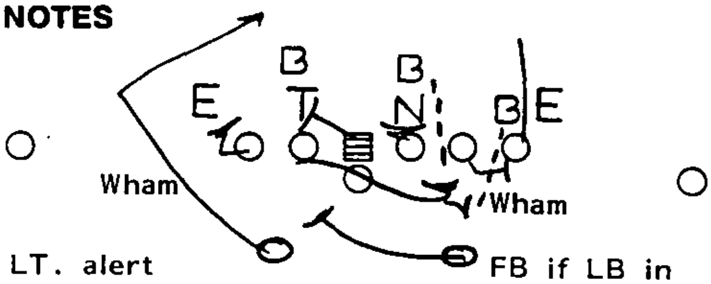



**OVER LOU**




**OVER**

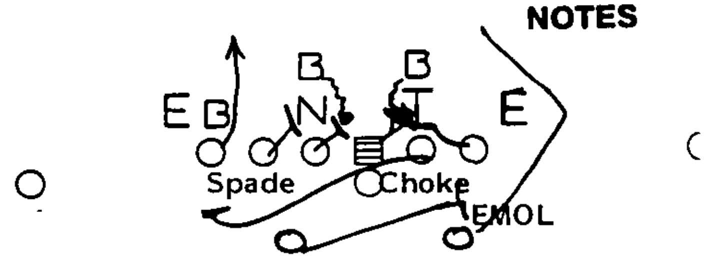
**NOTES**




LT. alert "A" gap LB=Choke

FB if LB in "A" gap=EMOL

**NOTES**




Double "A" gap Spade LT/LG choke RT/C

**NOTES**



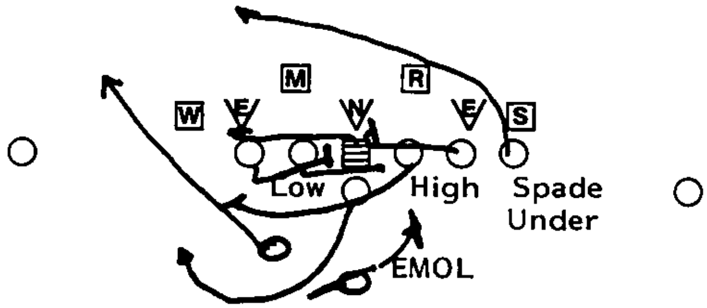
**NOTES**



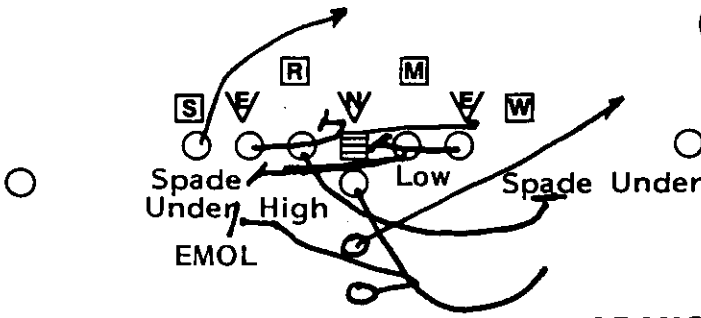
**REMARKS**

**REMARKS**

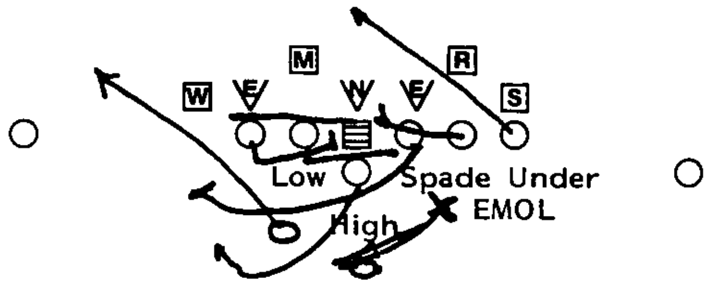
PLAY NAKED LT. CTR 16 OT (LINDA) NAKED RT. CTR 17 OT (RHONDA) FORMATIONS



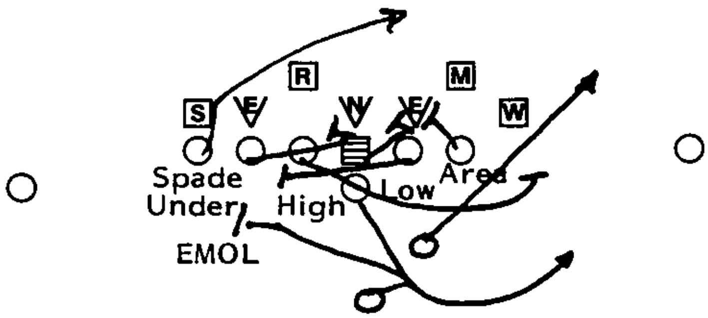

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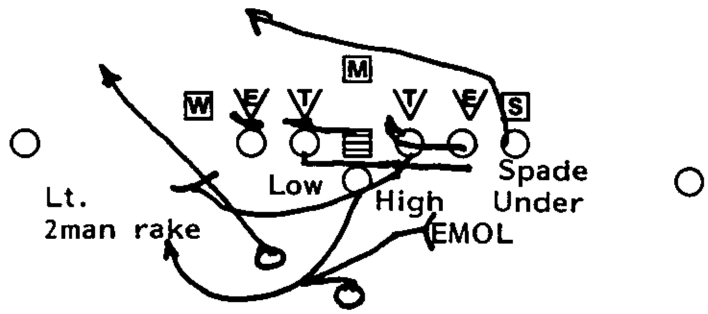

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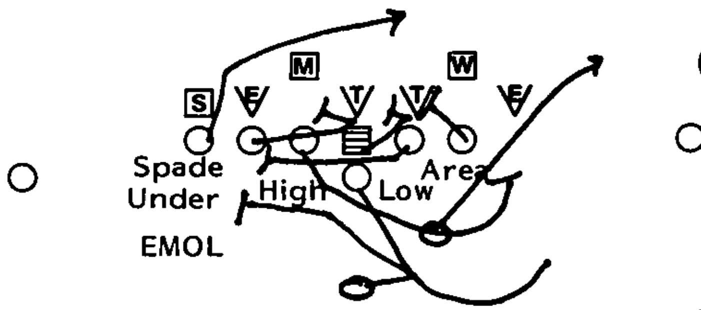

ORANGE OVER WIDE



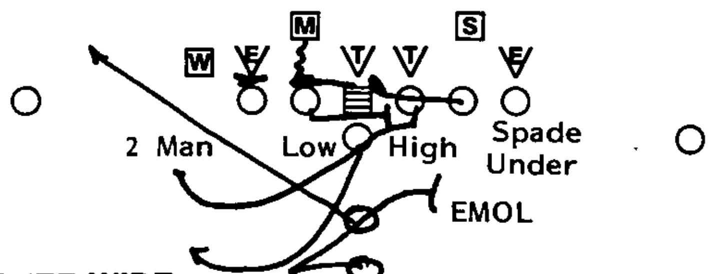

ORANGE UNDER L



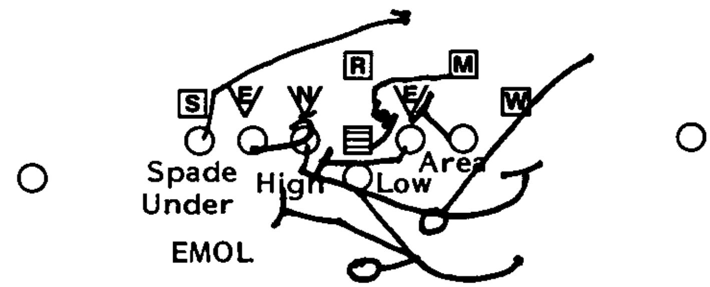

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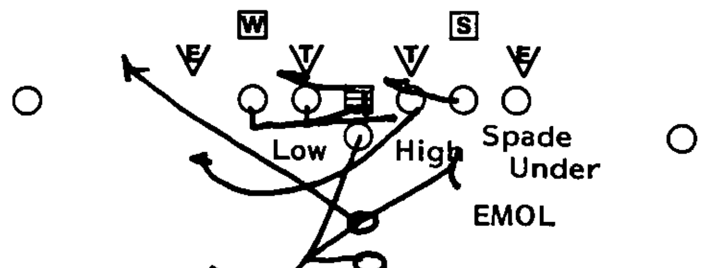

UNDER 40L



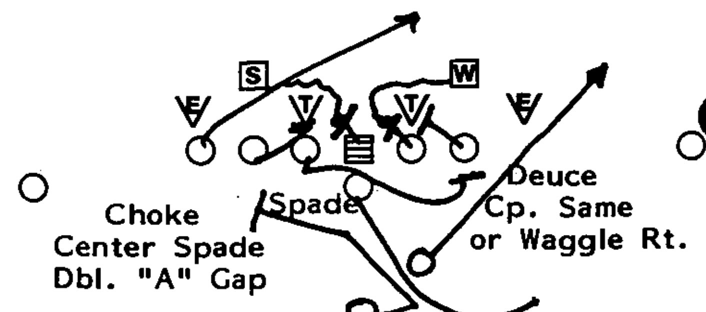

OVER WIDE




ORANGE STRONG

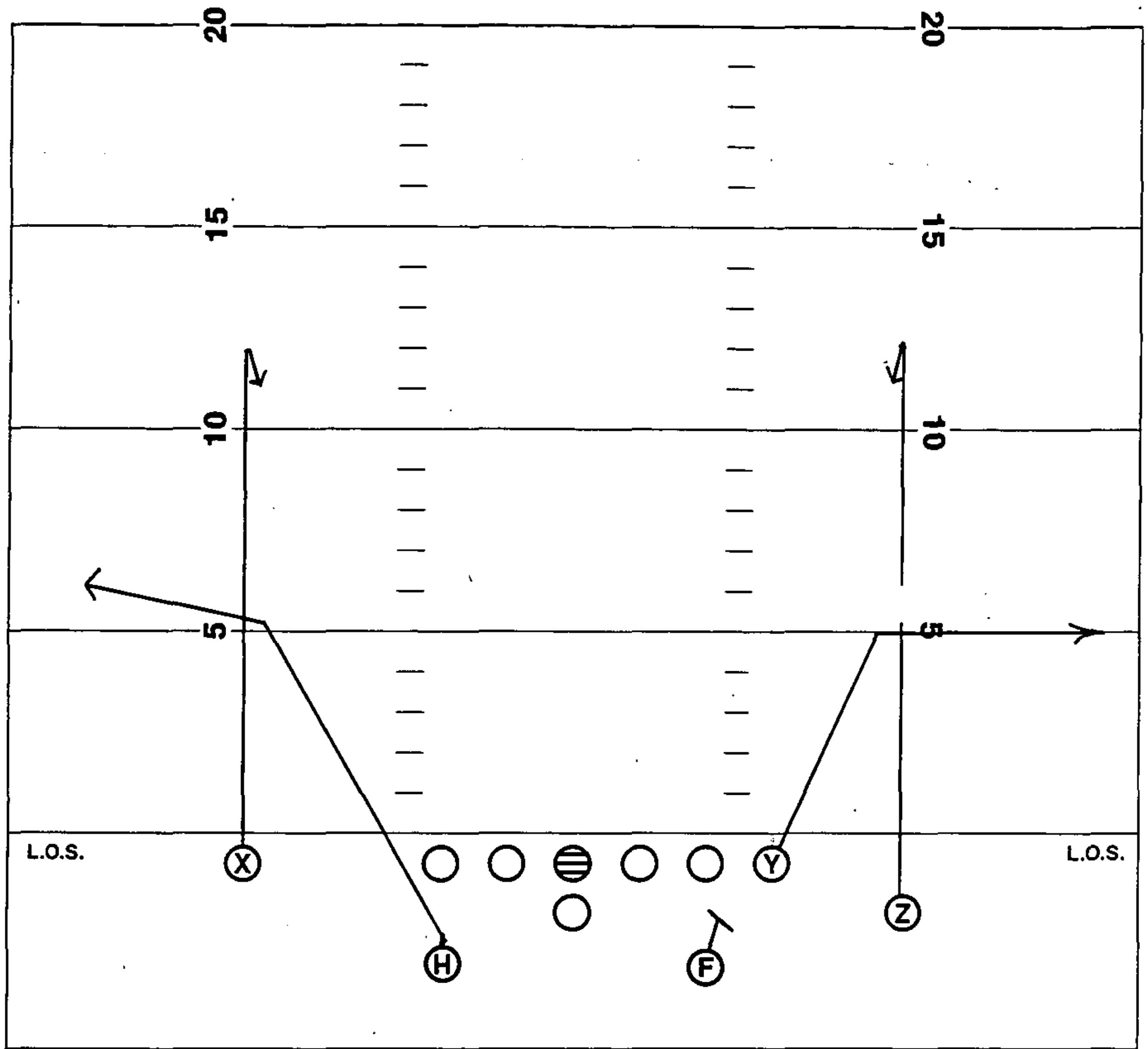



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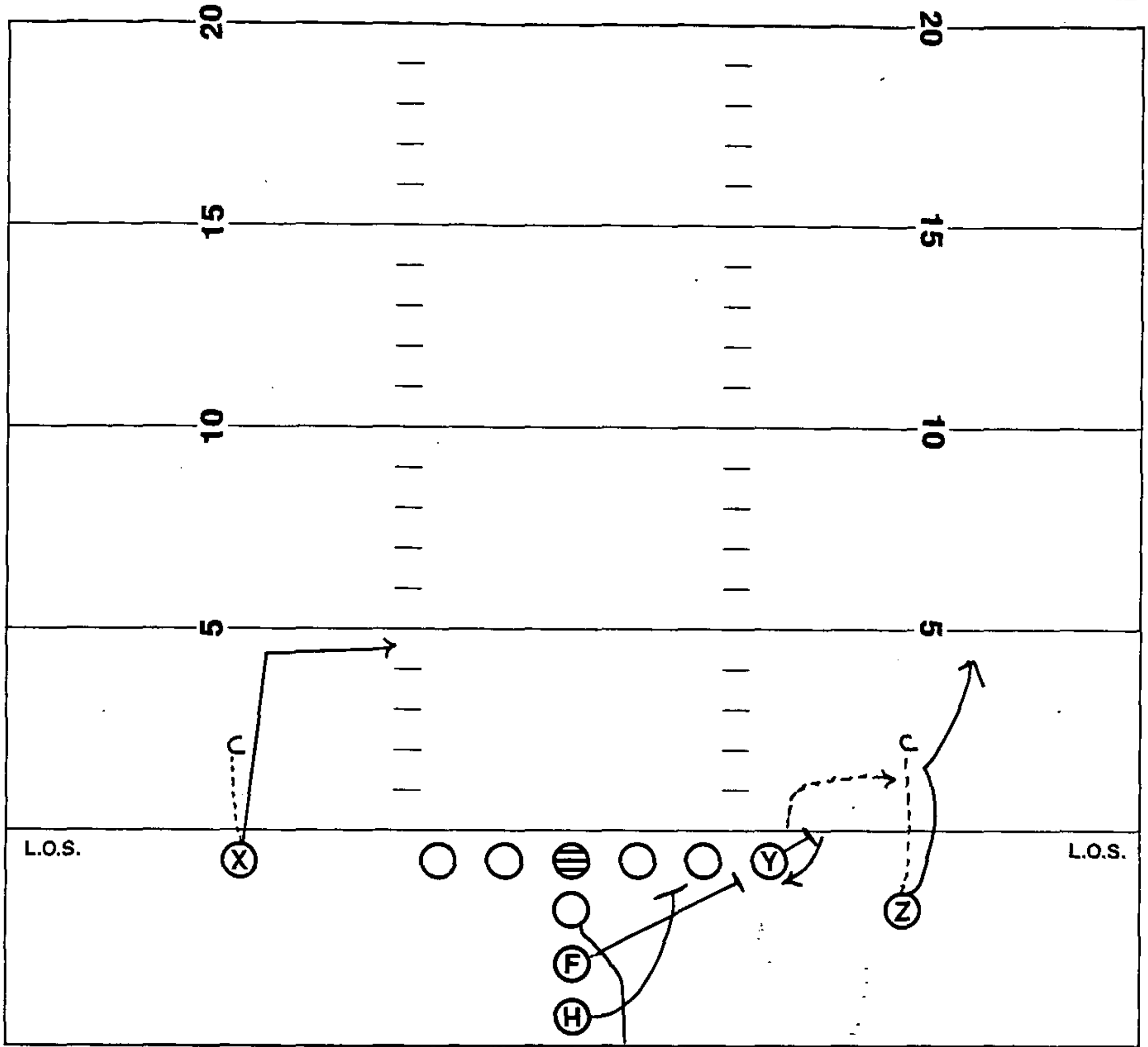

PIRATE

# 414 H FLAT




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Always call a protection to go with the pass called so the offensive line can set at the proper depth. | X & Z- Run these four routes no deeper than 12 yards. |
| HB- Check man in Backer location. Backer or Safety. Remember check, then release. | Y- Hot if both Backers come. |
| FB- Block First Backer over or outside the Tight End. Take the inside Backer if both came. | |

# K-LEE/RAM BOUNCE 6Ø9




**NOTES**

QB- Must take eye to Z Receiver. If bump coverage, take 9 Route. You might have to give some ground to throw the Y-bounce.

HB- Must block first Inside Backer off the ball, to second Outside Backer.

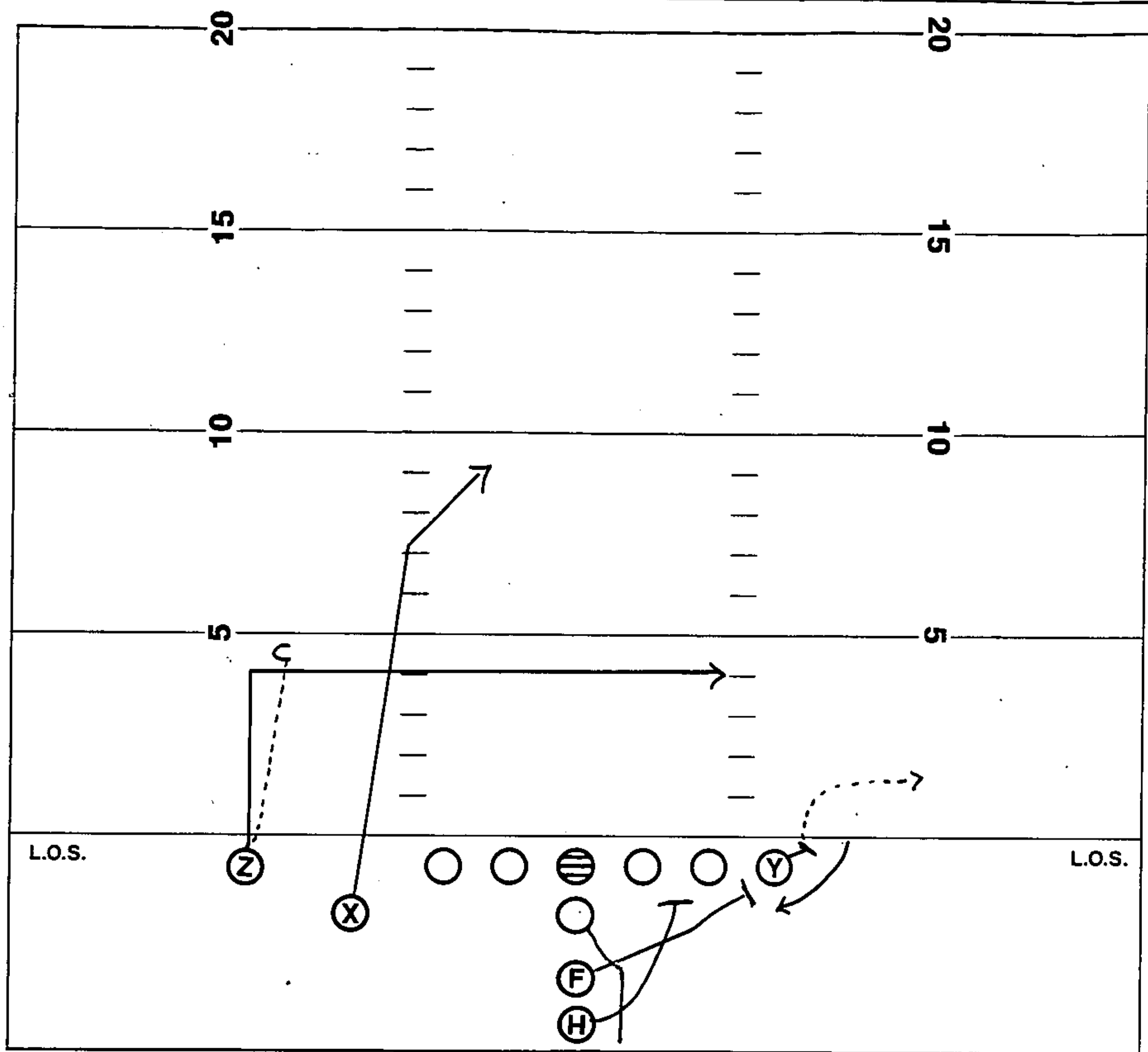
FB Must block Number 1 Backer over the TE, to first Backer outside the TE.

**ROUTE ADJUSTMENTS**

X & Z- Run routes called vs. all coverages.

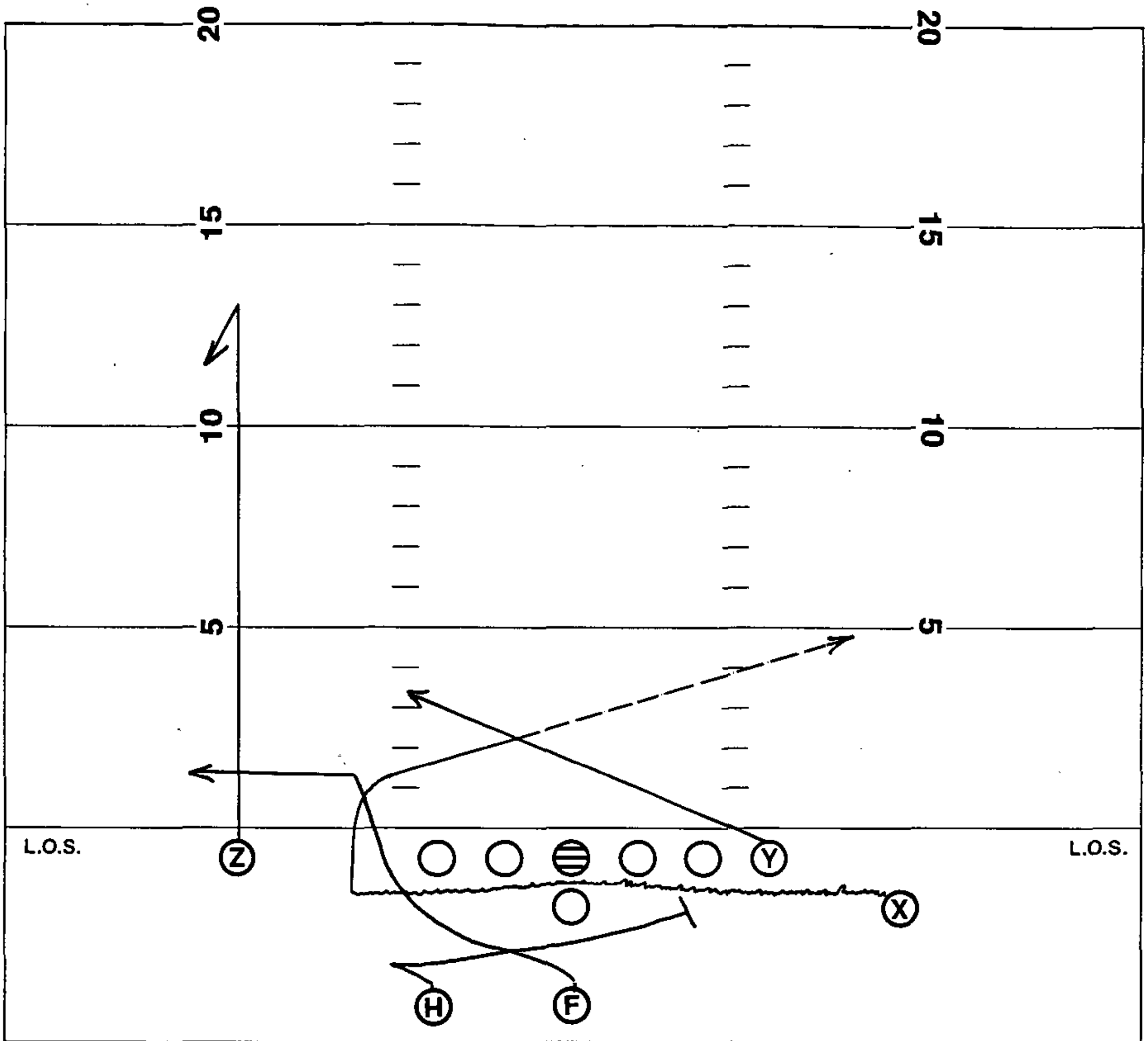
Y- Block for three seconds, then release.

# K-LEE/RAM Ø82 Y-BOUNCE




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Must take eye to Z Receiver. If bump coverage, take 9 Route. You might have to give some ground to throw the Y-bounce. | X & Z- Run routes called vs. all coverages. |
| HB- Must block first Inside Backer off the ball, to second Outside Backer. | Y- Block for three seconds, then release. |
| FB Must block Number 1 Backer over the TE, to first Backer outside the TE. | |

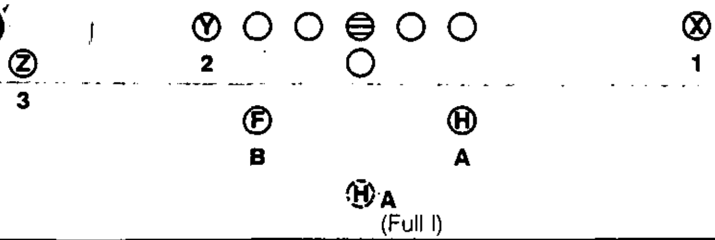
# NAKED LT/RT CTR 16/17 O.T. X RUB (EAST X OPO)



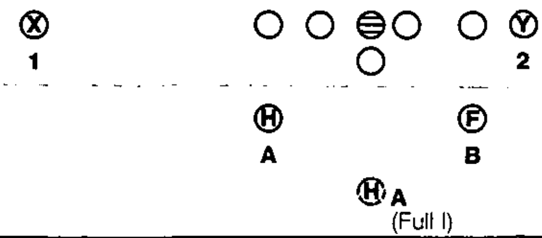

| **NOTES** | **ROUTE ADJUSTMENTS** |
|---|---|
| QB- Must give ground as you are coming back. Remember the LB is unblocked. | X- Must rub the Backer or Safety in the L location. You must make the defender go over the top. |
| HB- Must delay on a counter step to let the FB clear. Block first Backer over to outside the TE. | Z- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| FB- Must take a free release as to not get knocked down at LOS. Remember to look quick for the ball. | Y- Get across the field as quick as possible. |

# FORMATIONS: PRO SETS

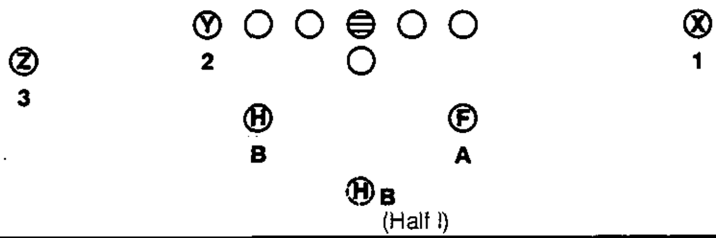
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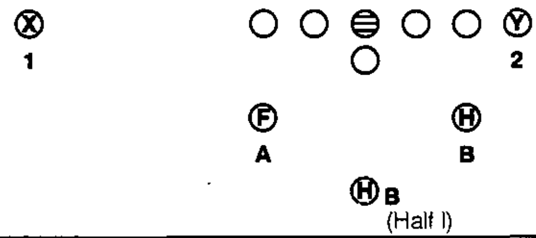

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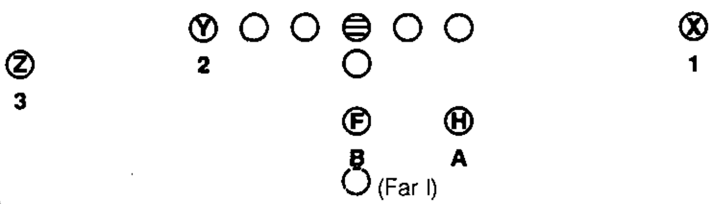

## HALF LEFT



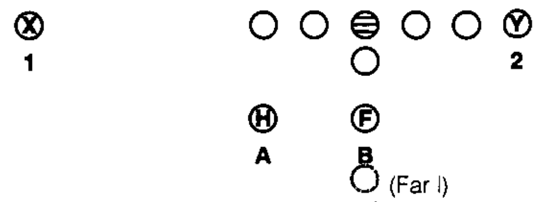

## HALF RIGHT



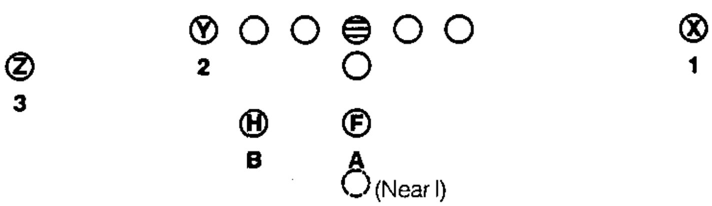

## FAR LEFT



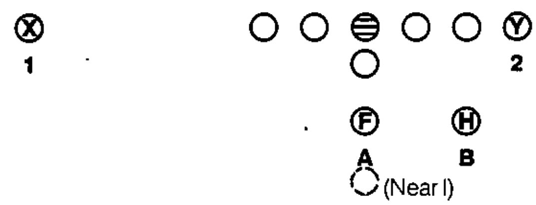

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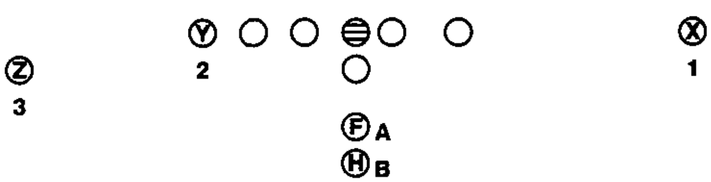

## NEAR LEFT



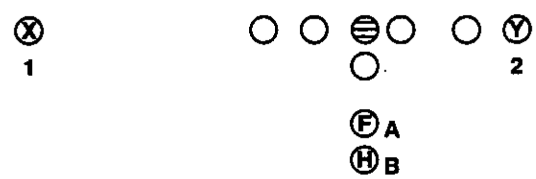

## NEAR RIGHT



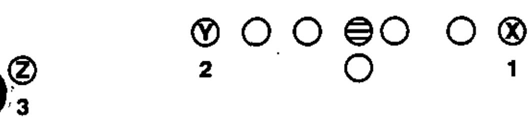

## I LEFT




## I RIGHT




## ___________ LEFT (TITE PERSONNEL)




**(FULL/HALF/FAR/NEAR/I)**

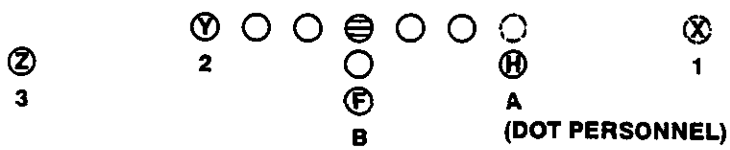
## ___________ RIGHT (TITE PERSONNEL)



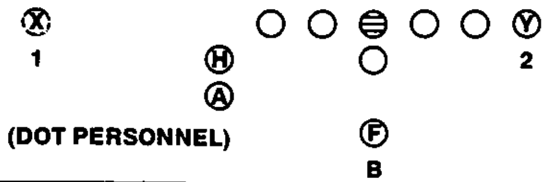

**(FULL/HALF/FAR/NEAR/I)**

# FORMATIONS: SPECIAL SETS

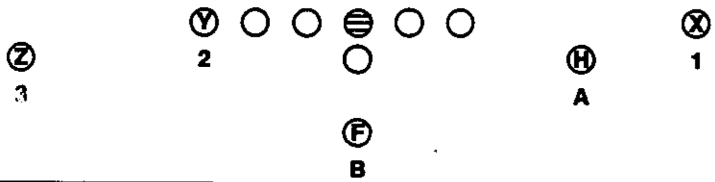
## WING LEFT



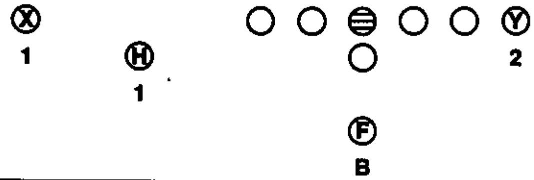

## WING RIGHT



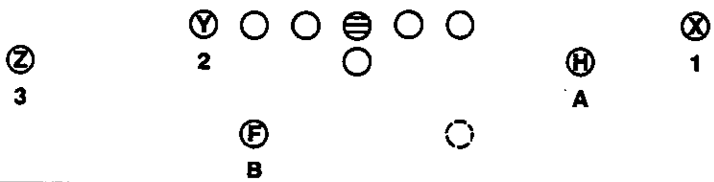

## DOUBLE LEFT



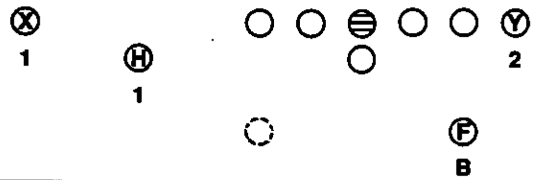
## DOUBLE RIGHT



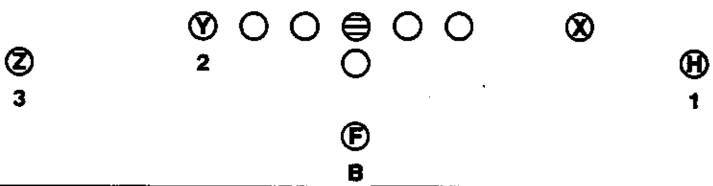
## DOUBLE LEFT



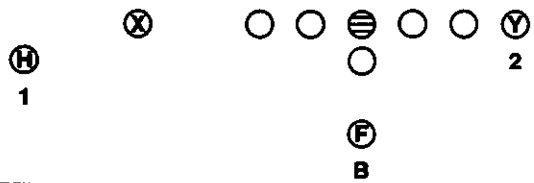
## DOUBLE RIGHT



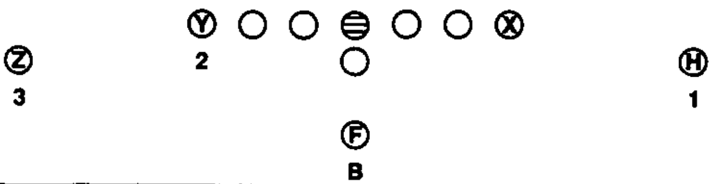
## DEE LEFT



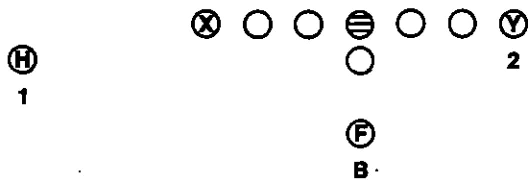
## DEE RIGHT



## DEE LEFT (TITE PERSONNEL)

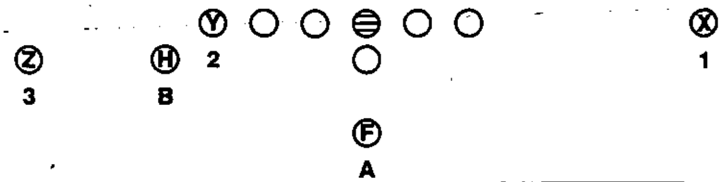


## DEE RIGHT (TITE PERSONNEL)

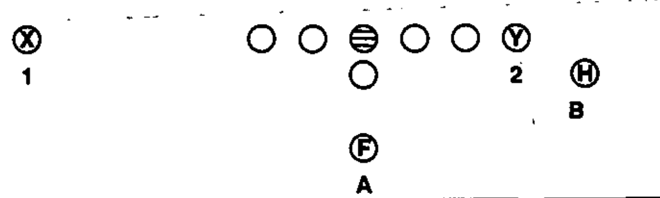


# FORMATIONS: SPECIAL SETS

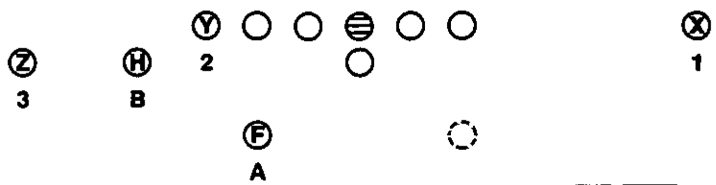
## TRIPS LEFT



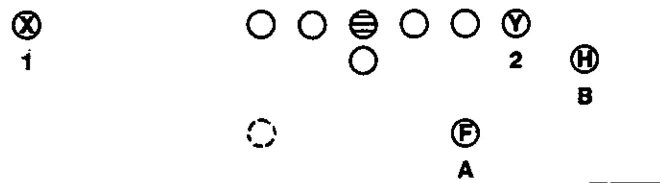
## TRIPS RIGHT



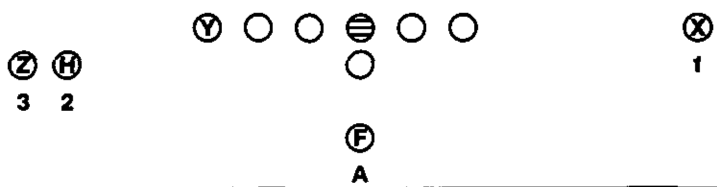
## TRIPS LEFT



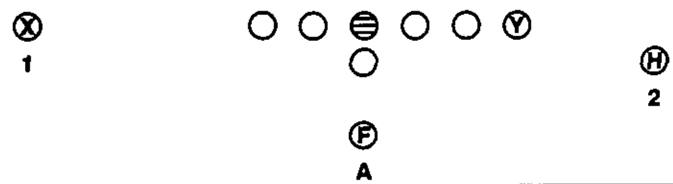
## TRIPS RIGHT



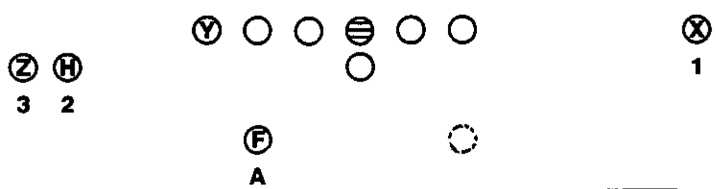
## TRIPLE LEFT



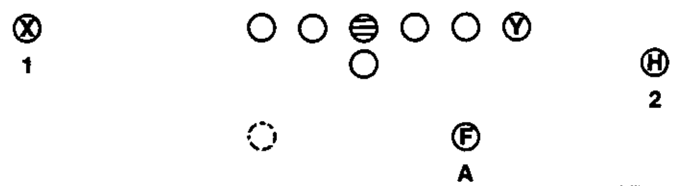
## TRIPLE RIGHT



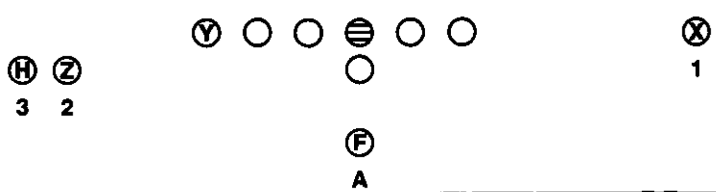
## TRIPLE LEFT



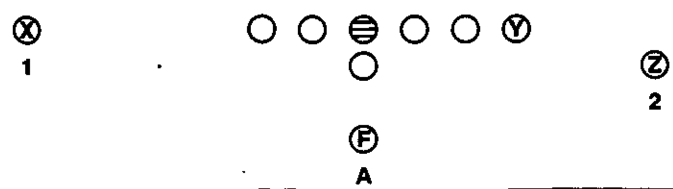
## TRIPLE RIGHT



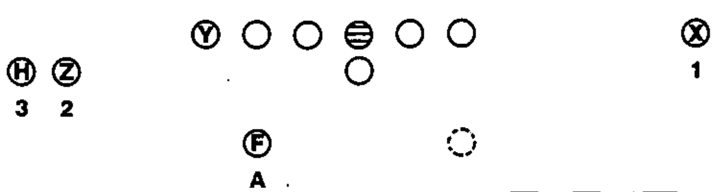
## TRIO LEFT



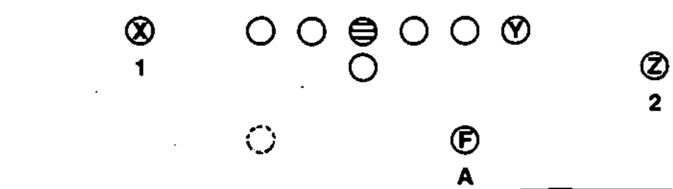
## TRIO RIGHT



## TRIO LEFT

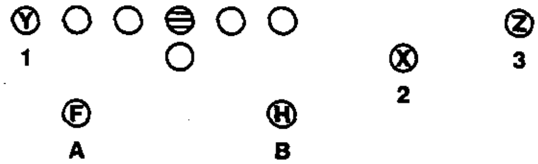


## TRIO RIGHT

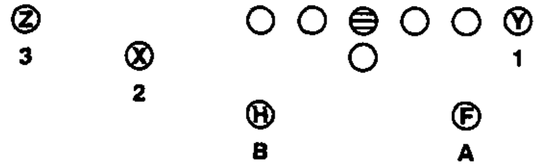


# FORMATIONS: EAST SETS

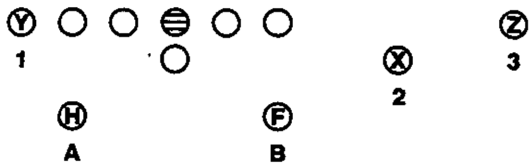
## FULL LEFT EAST



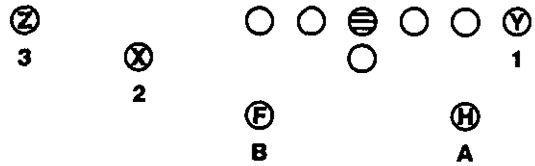
## FULL RIGHT EAST



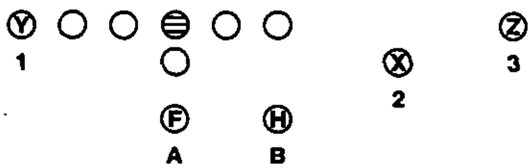
## HALF LEFT EAST



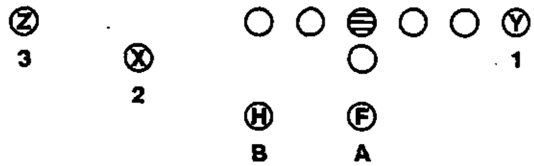
## HALF RIGHT EAST



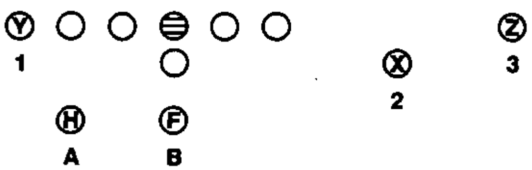
## FAR LEFT EAST



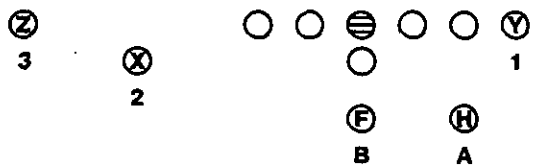
## FAR RIGHT EAST



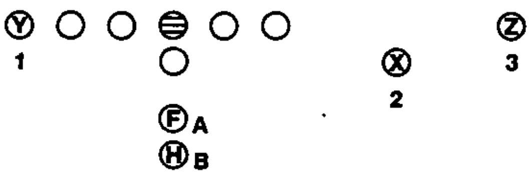
## NEAR LEFT EAST



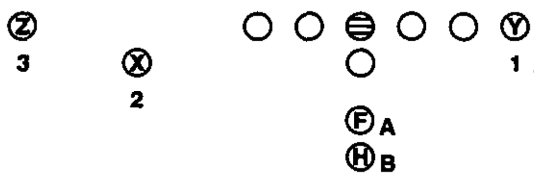
## NEAR RIGHT EAST



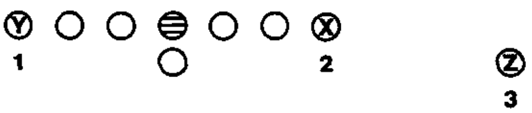
## I LEFT EAST



## I RIGHT EAST

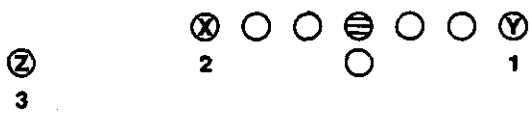


## ______ LEFT EAST (TITE PERSONNEL



(FULL/HALF/FAR/NEAR/I)

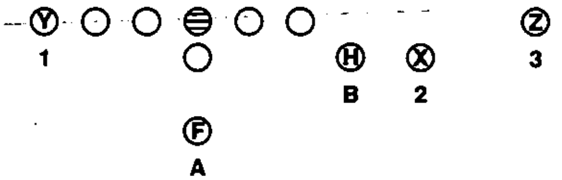
## ______ RIGHT EAST (TITE PERSONNEL)



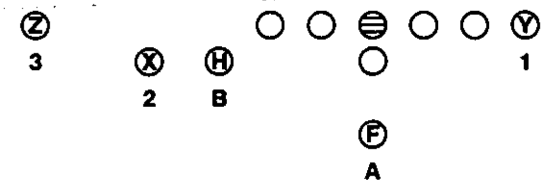
(FULL/HALF/FAR/NEAR/I)

# FORMATIONS SPECIAL SETS (EAST)

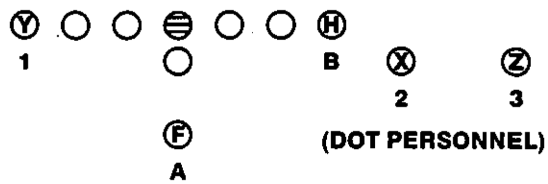
## WING LEFT EAST



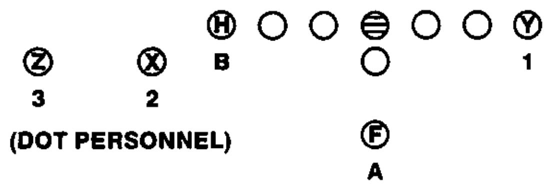

## WING RIGHT EAST



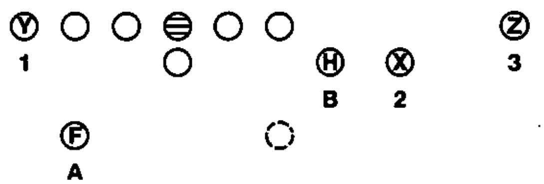

## WING LEFT EAST



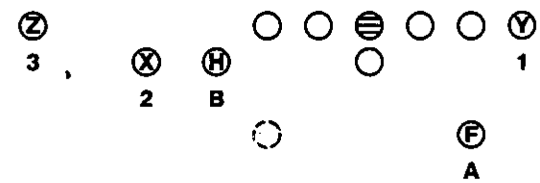

## WING RIGHT EAST




## WING LEFT EAST




## WING RIGHT EAST









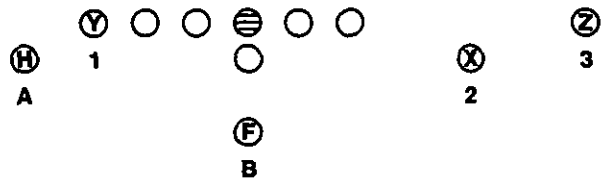




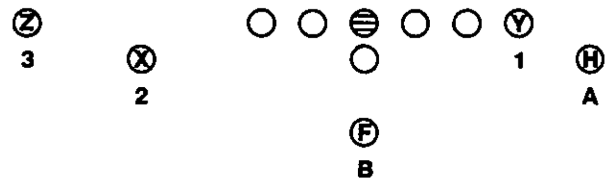



# FORMATIONS SPECIAL SETS (EAST)

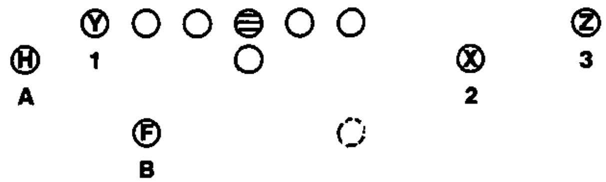
## TRIPS LEFT EAST



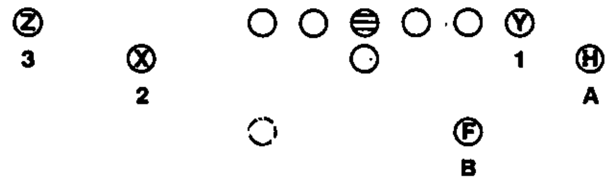

## TRIPS RIGHT EAST



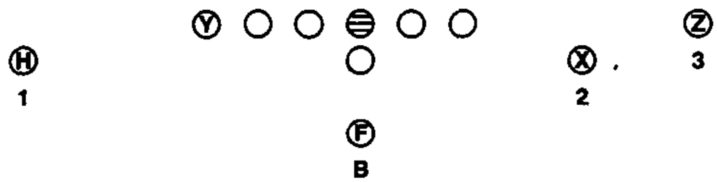

## TRIPS LEFT EAST



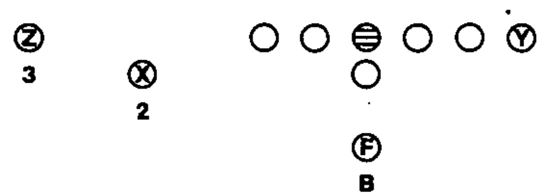

## TRIPS RIGHT EAST



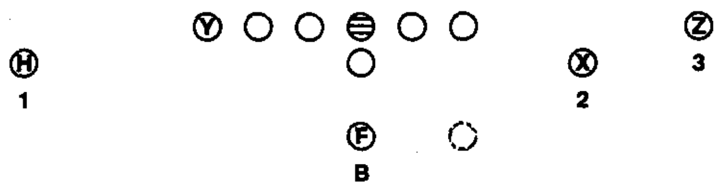

## TRIO LEFT EAST



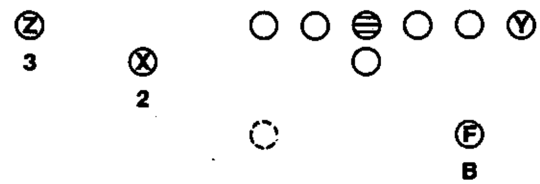

## TRIO RIGHT EAST



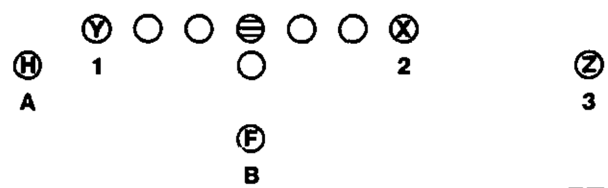

## TRIO LEFT EAST




## TRIO RIGHT EAST




## TRIPS LEFT EAST (TITE PERSONNEL)



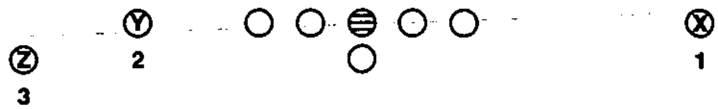






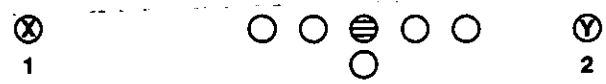

# FORMATIONS: FLEX SETS

## ____________ LEFT FLEX



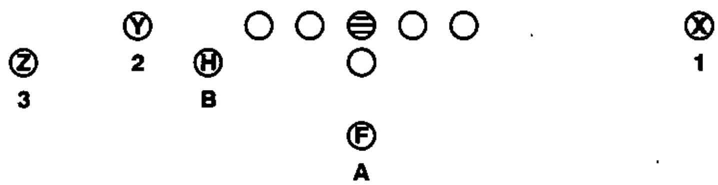

(FULL/HALF/FAR/NEAR/I)

## ____________ RIGHT FLEX

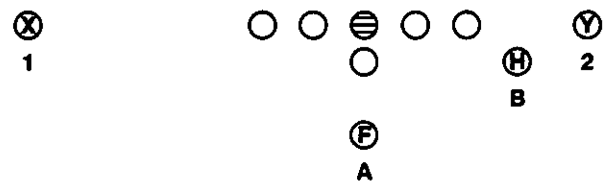



(FULL/HALF/FAR/NEAR/I)

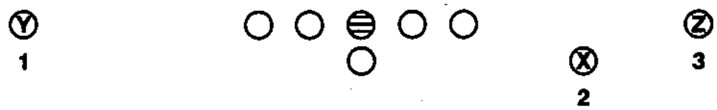
## TRIPS LEFT FLEX




## TRIPS RIGHT FLEX

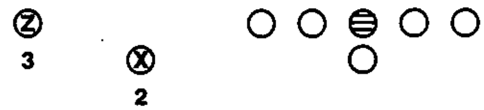



## ____________ LEFT EAST FLEX



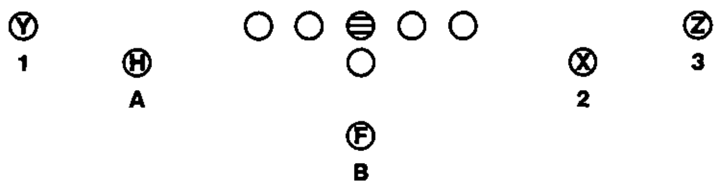

(FULL/HALF/FAR/NEAR/I)

## ____________ RIGHT EAST FLEX

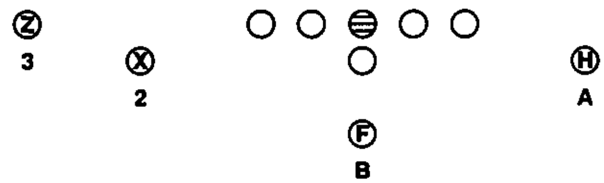



(FULL/HALF/FAR/NEAR/I)

## TRIPS LEFT EAST FLEX




## TRIPS RIGHT EAST FLEX





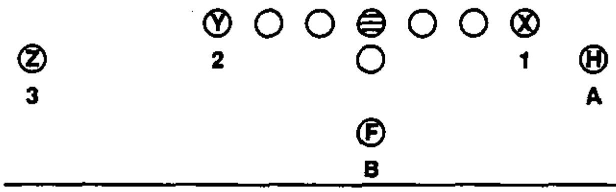




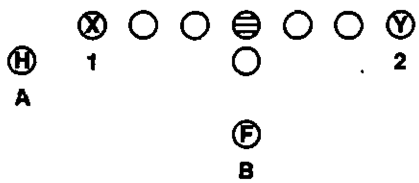



# FORMATIONS: SPECIAL SETS

## WING LEFT (TITE DOT PERSONNEL)



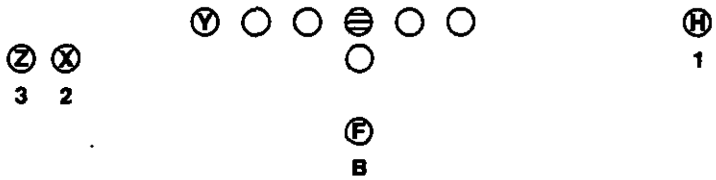

## WING RIGHT (TITE DOT PERSONNEL)



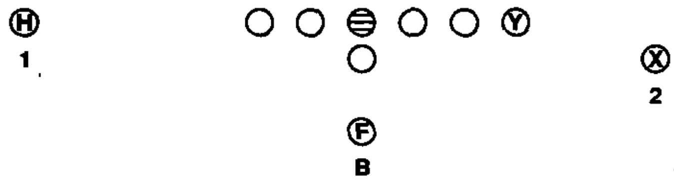




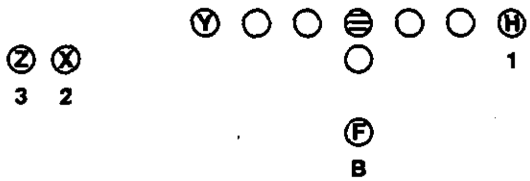

## WEST LEFT



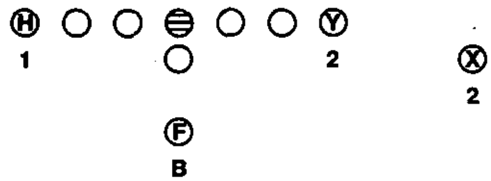

## WEST RIGHT




## WEST LEFT (DOT PERSONNEL)




## WEST RIGHT (DOT PERSONNEL)





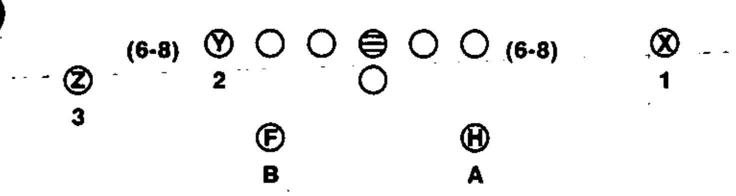




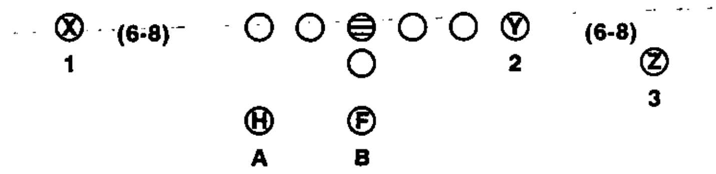



# FORMATIONS: RECEIVER ADJUSTMENTS

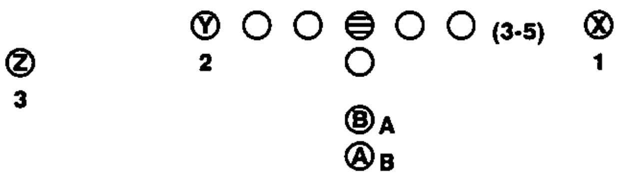
## FULL LEFT GREY



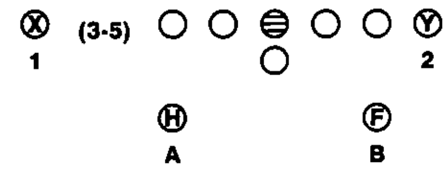

## FULL RIGHT GREY



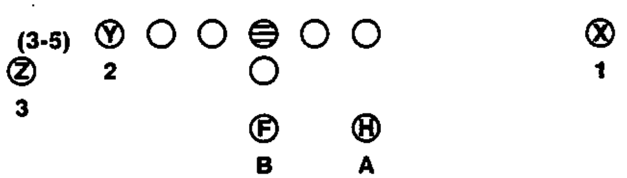

## I LEFT NASTY



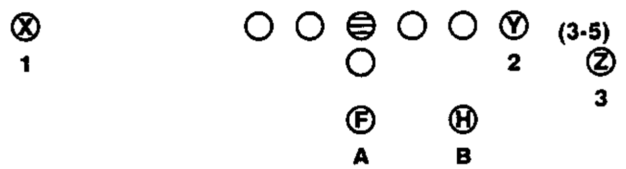

## FULL RIGHT NASTY




## FAR LEFT GREEN



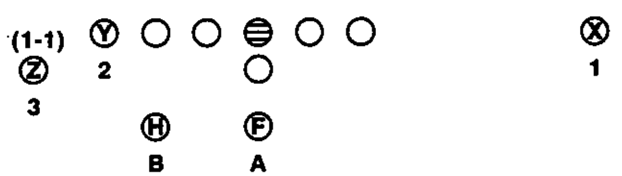

## NEAR RIGHT GREEN



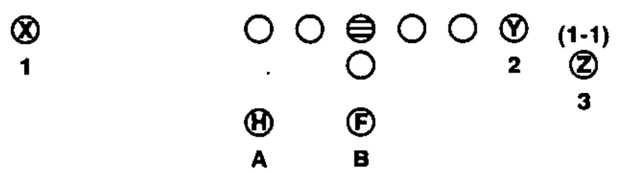

## FAR LEFT BROWN

## FULL RIGHT BROWN

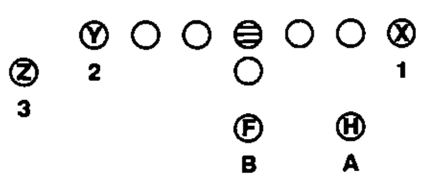
## NEAR LEFT BLUE



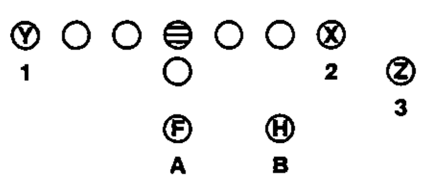

## FAR RIGHT BLUE




## FAR LEFT
SHORT YARDAGE PERSONNEL

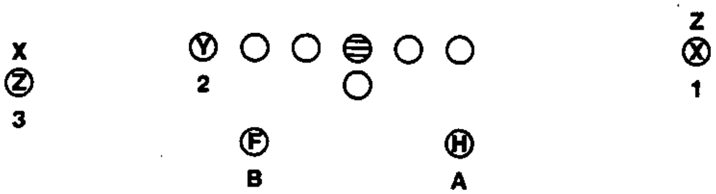


## FAR LEFT EAST
(GOAL LINE PERSONNEL)



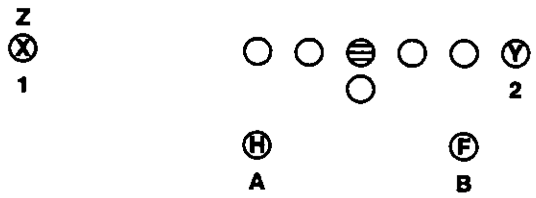
# FORMATIONS: WIDE RECEIVER ADJUSTMENTS (FLOP)

## FULL LEFT FLOP

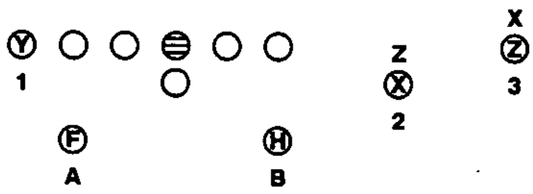



WIDE RECEIVER SWITCH POSITIONS

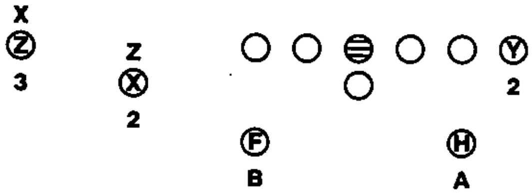
## FULL RIGHT FLOP




## FULL LEFT EAST FLOP




## HALF RIGHT EAST FLOP













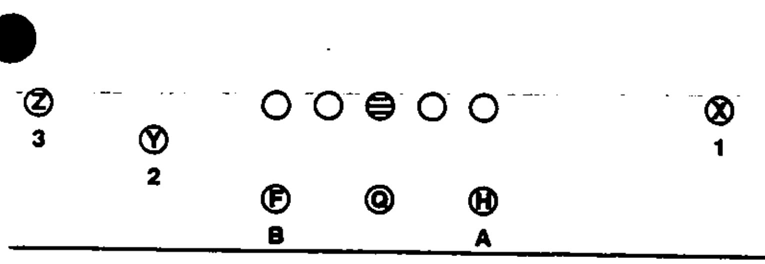




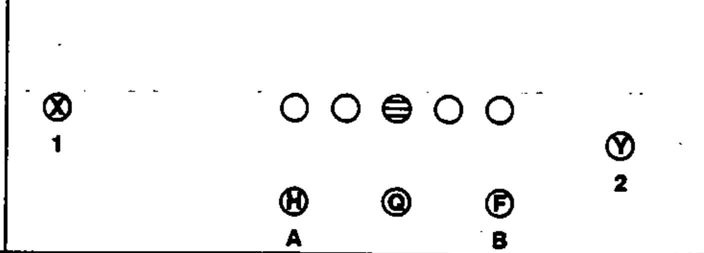



# FORMATIONS: GUN SETS

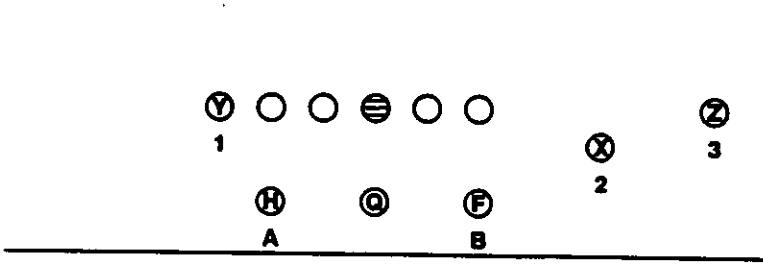
### GUN FULL LEFT



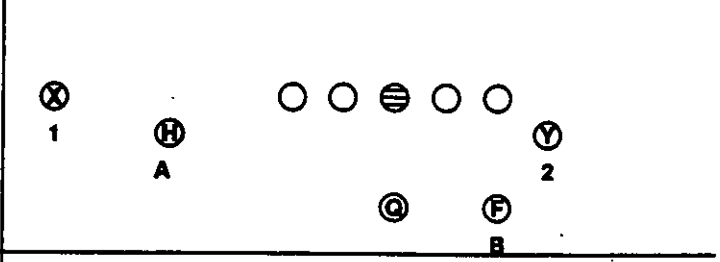

### GUN FULL RIGHT FLEX



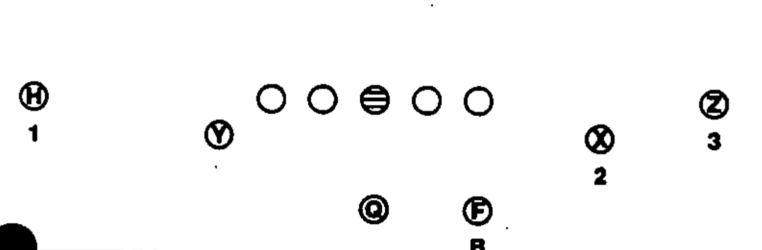

### GUN HALF LEFT EAST



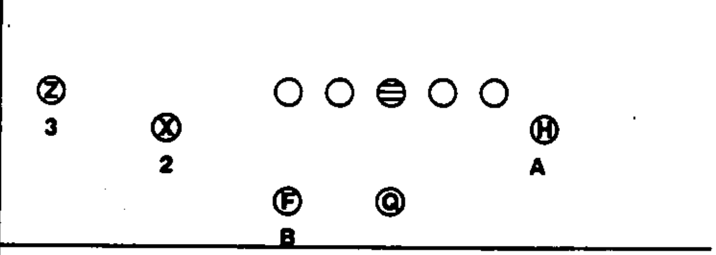

### GUN WING RIGHT



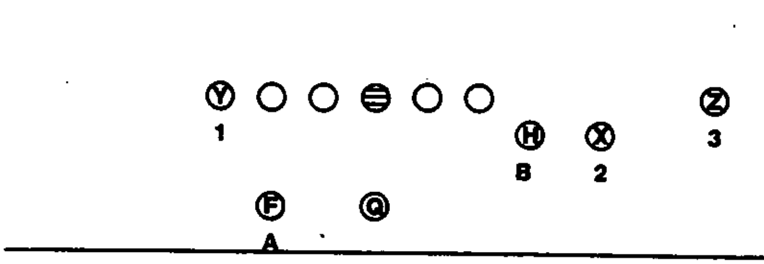

### GUN TRIO LEFT EAST



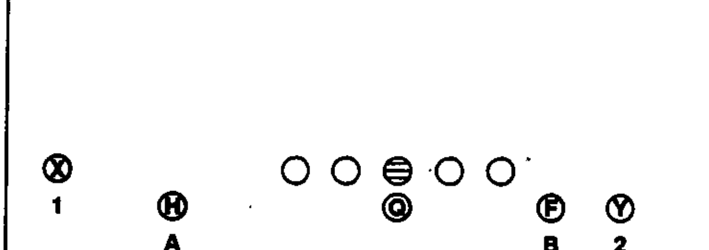

### GUN TRIO RIGHT EAST FLEX



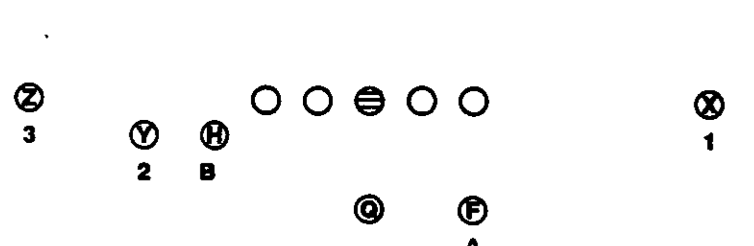

### GUN WING LEFT EAST



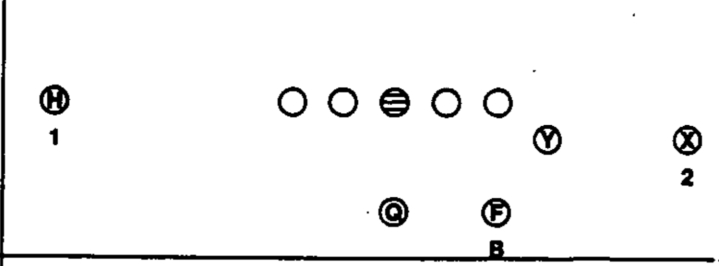

### GUN SPREAD RIGHT

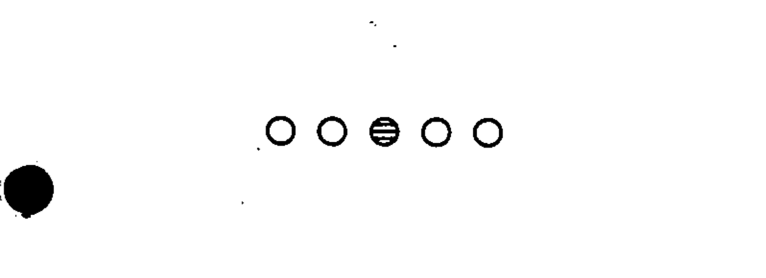


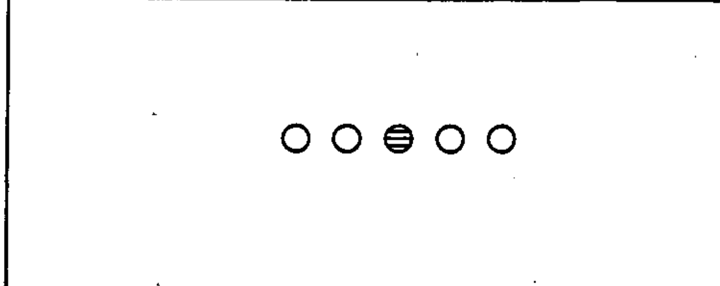

### GUN TRIPS LEFT FLEX

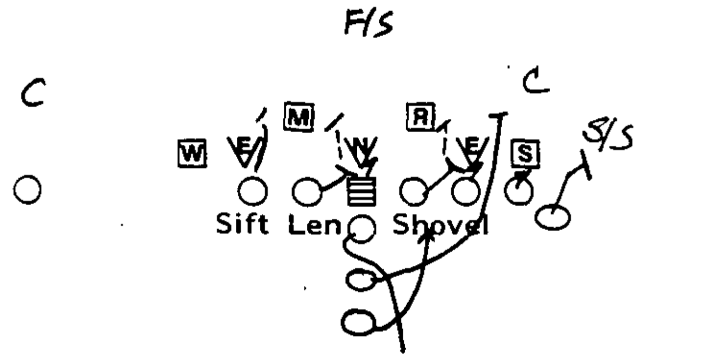



### GUN WEST RIGHT

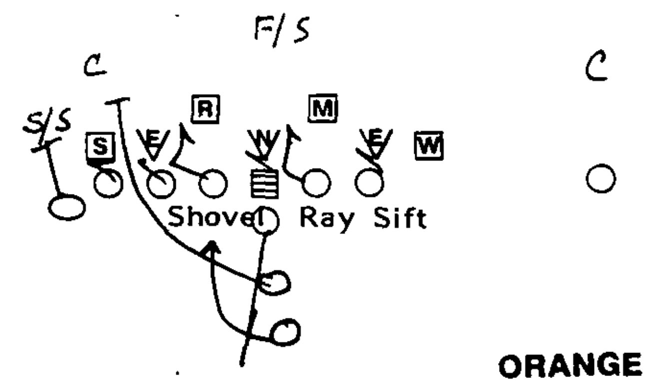


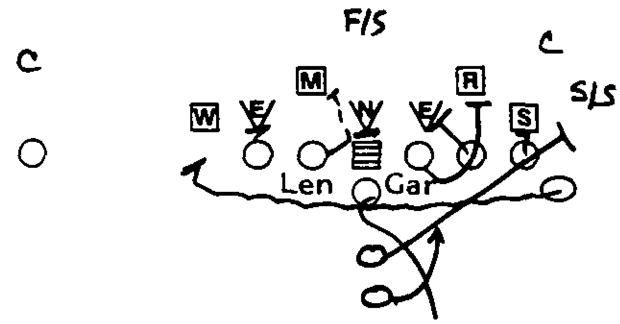




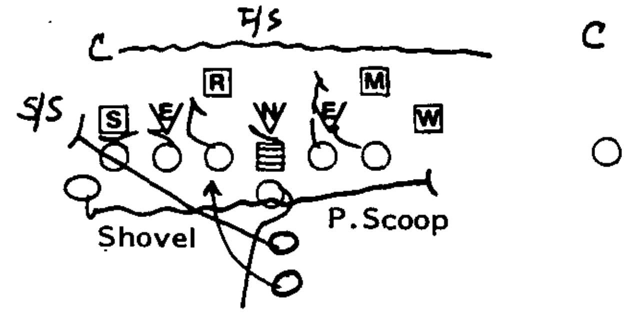

ORANGE



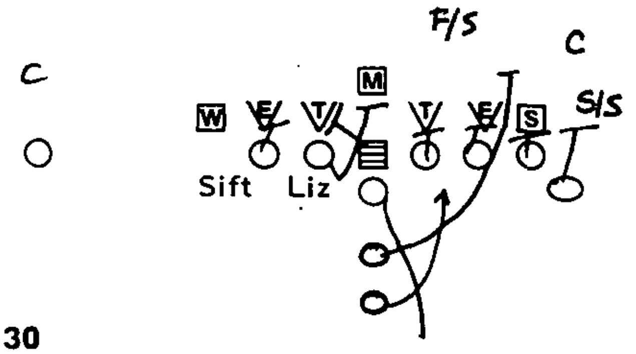

ORANGE



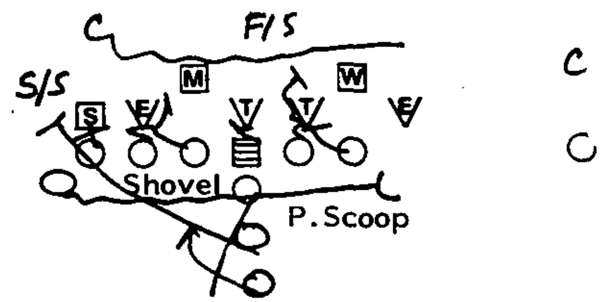

ORANGE OVER WIDE



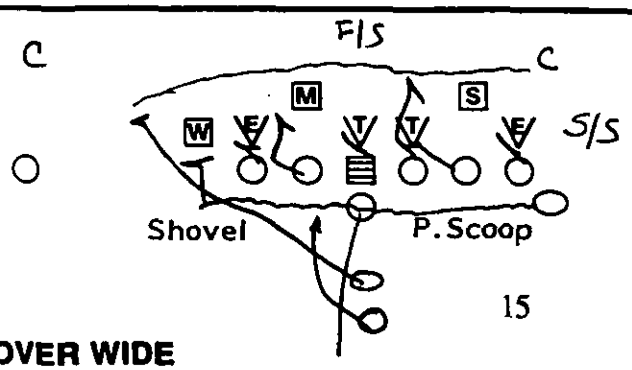

ORANGE UNDER L



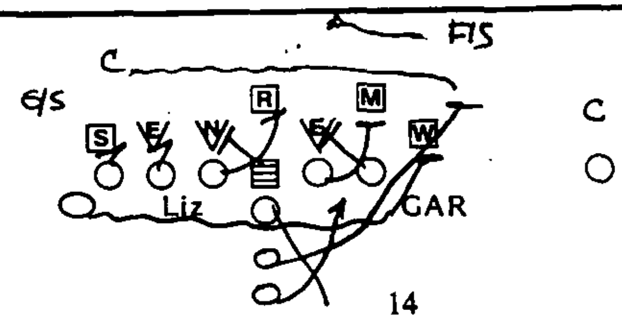

30



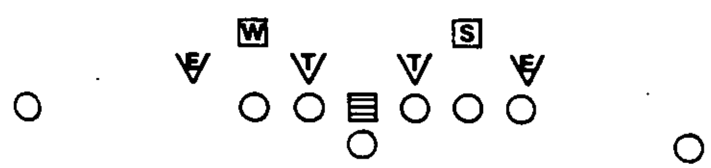

UNDER 40L



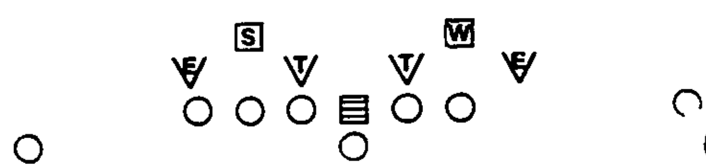

OVER WIDE



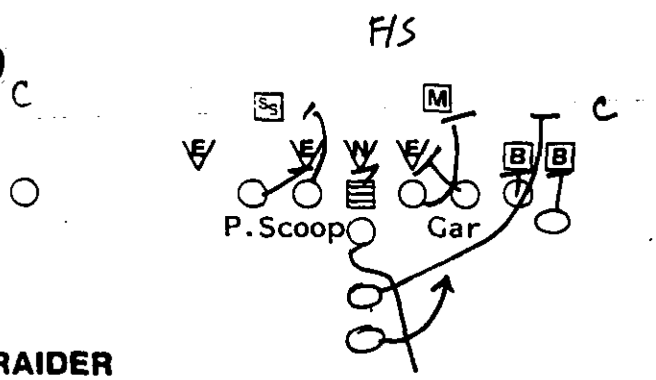

ORANGE STRONG



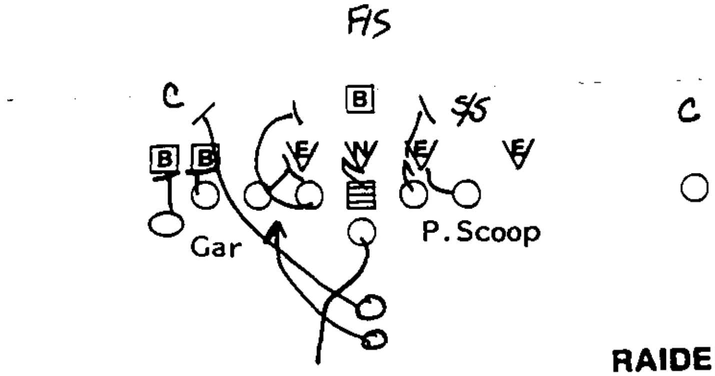

PIRATE



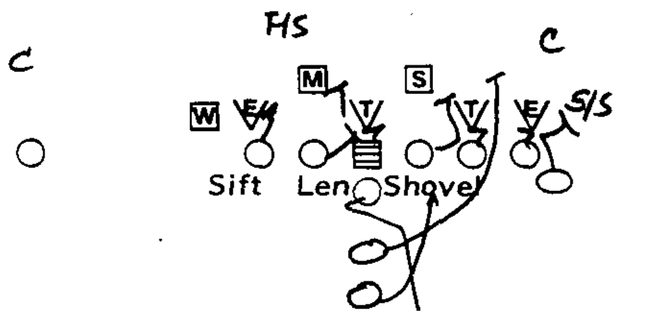

PIRATE



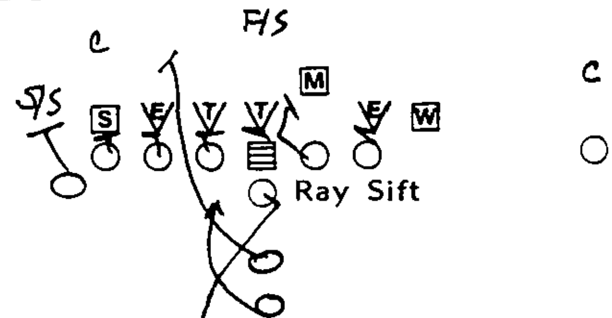

RAIDER




RAIDER

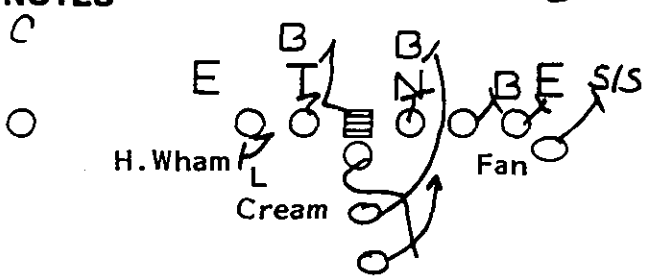



OVER LOU

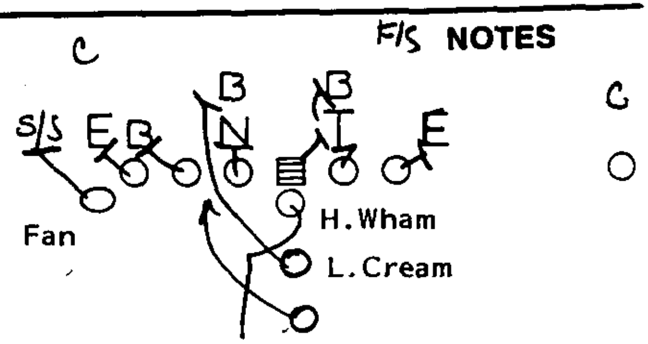



OVER 5

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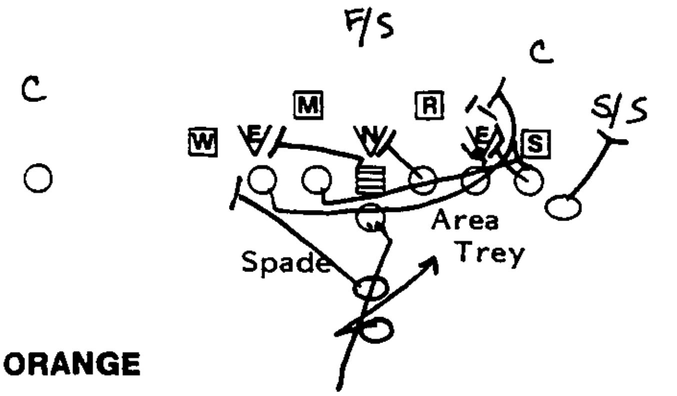




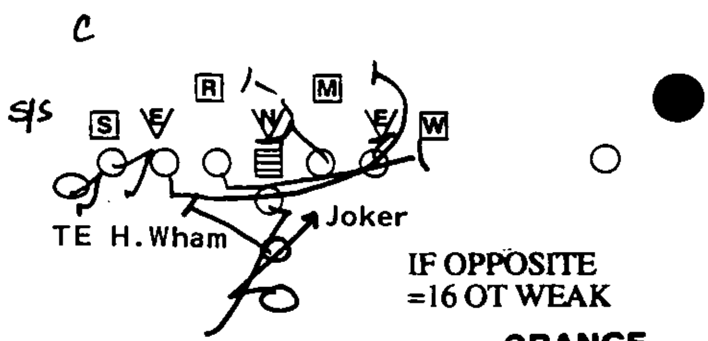
REMARKS

REMARKS

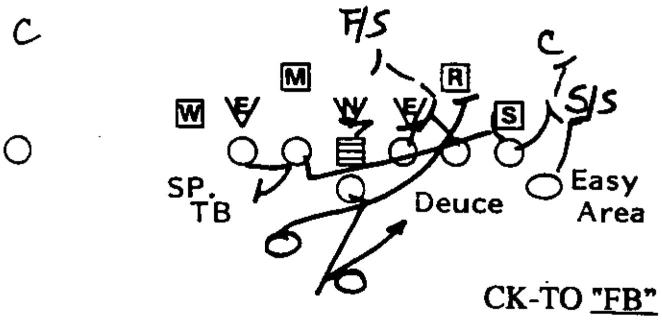
**PLAY** CTR 16 O.T. EAGLE CTR 17 O.T. **FORMATIONS**



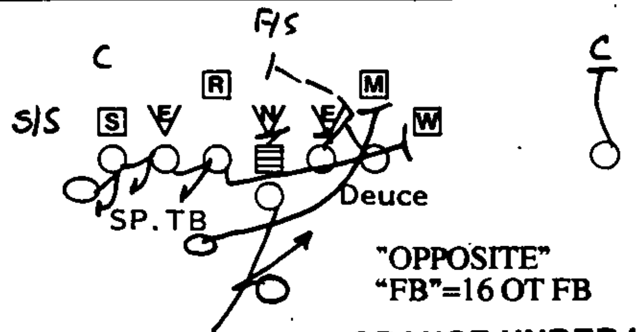

**ORANGE**



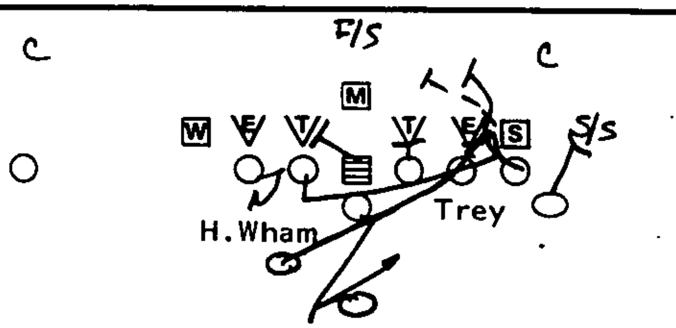

**ORANGE**



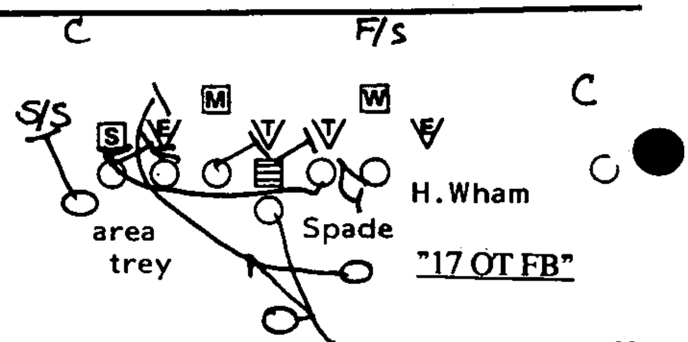

**ORANGE OVER WIDE**



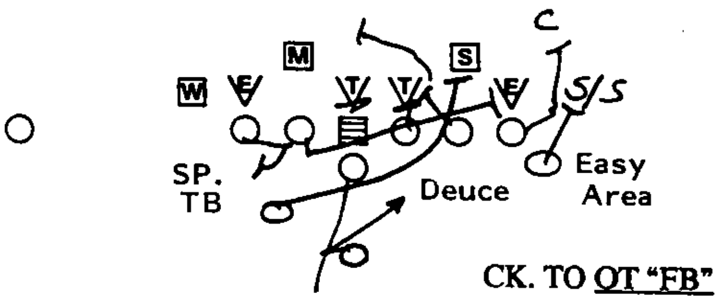

**ORANGE UNDER L**



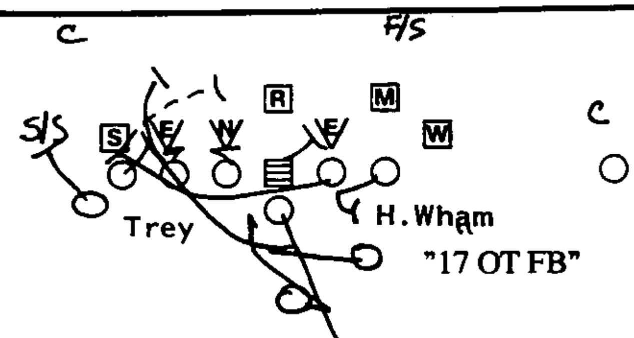

**30**



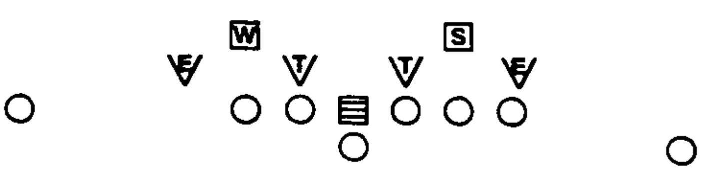

**UNDER 40L**



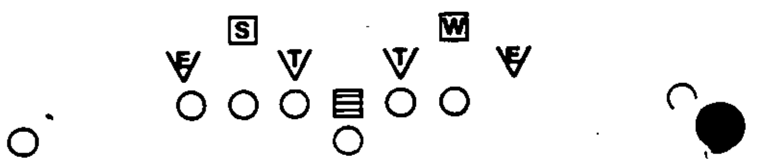

**OVER WIDE**




**ORANGE STRONG**

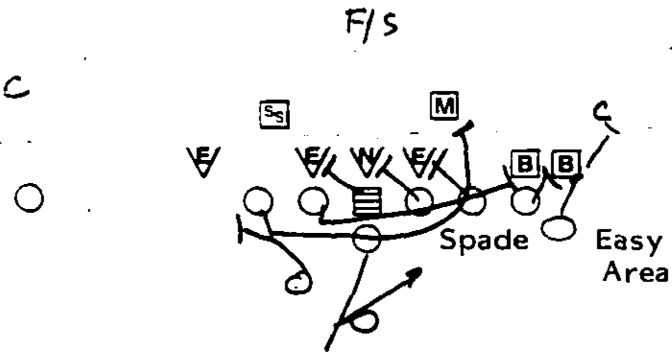


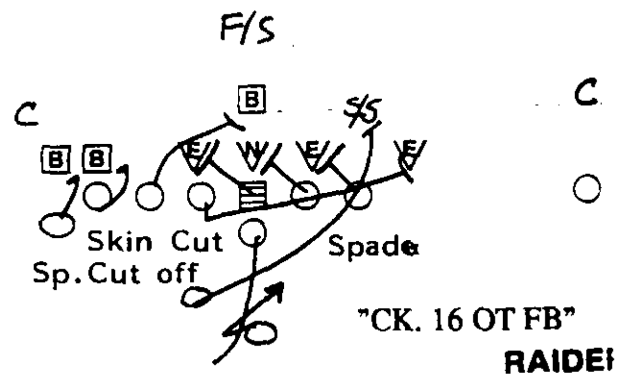
**PIRATE**



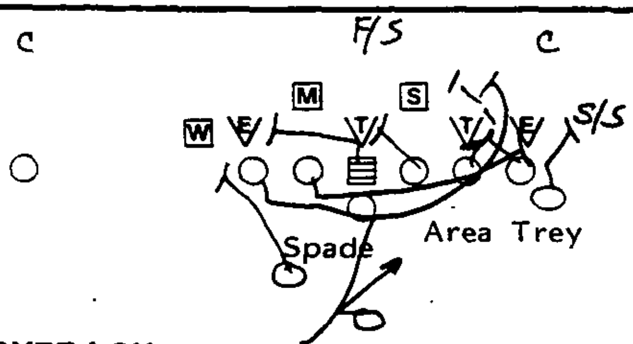
**PIRATE**

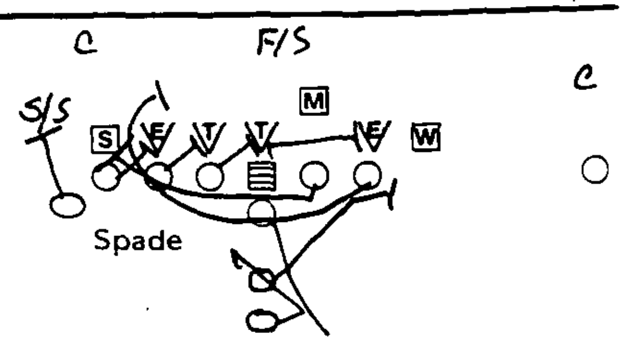
16 O.T. EAGLE 17 O.T.



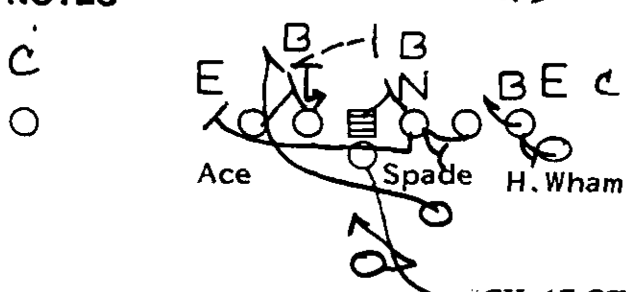

**RAIDER** **RAIDER**



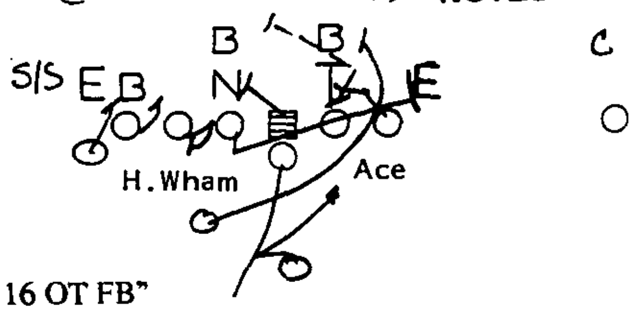

**OVER LOU** **OVER 5**

**NOTES**




"CK. 17 OT FB"

**NOTES**




"CK. 16 OT FB"

**NOTES**



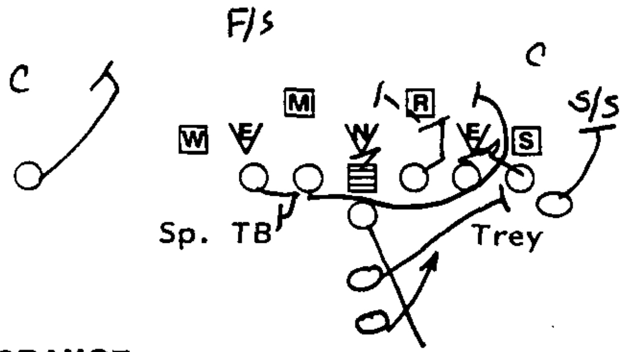
**NOTES**

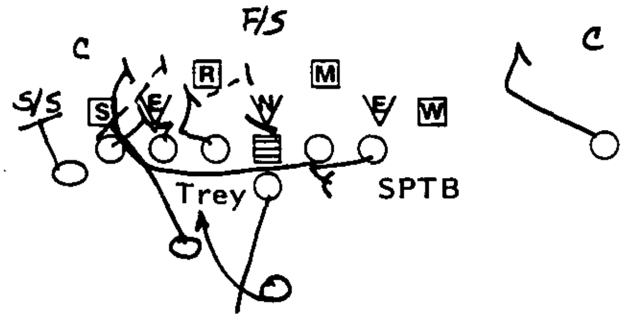


**REMARKS**

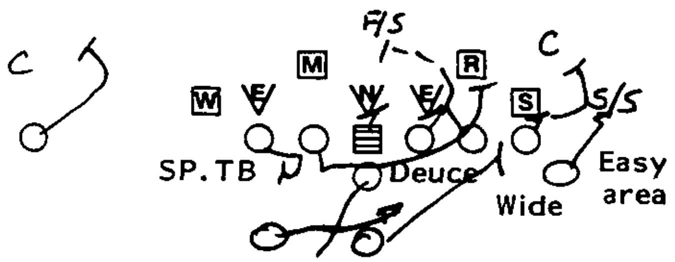
**REMARKS**

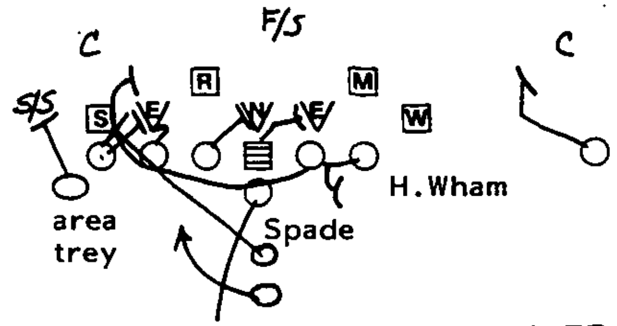
**PLAY** 16 B.T.O. EAGLE 17 B.T.O. **FORMATIONS**



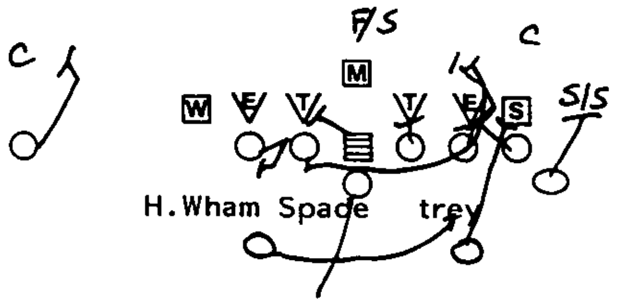



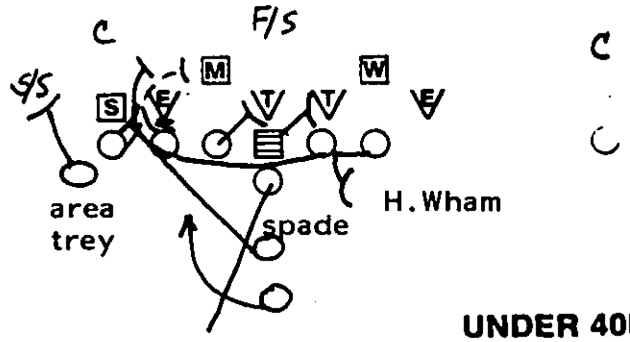

**ORANGE** **ORANGE**



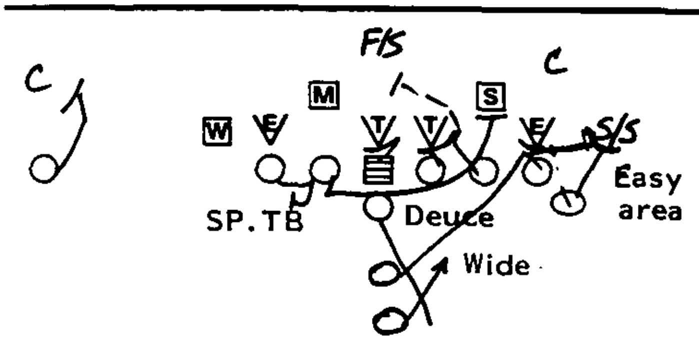



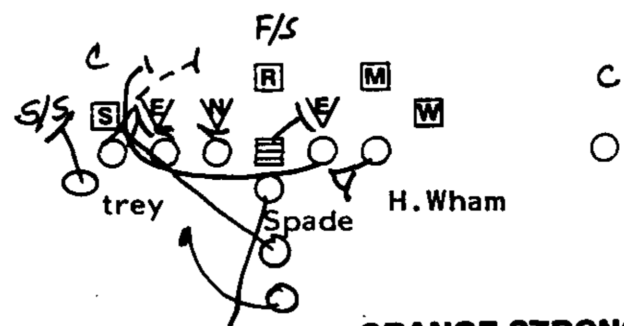

**ORANGE OVER WIDE** **ORANGE UNDER L**



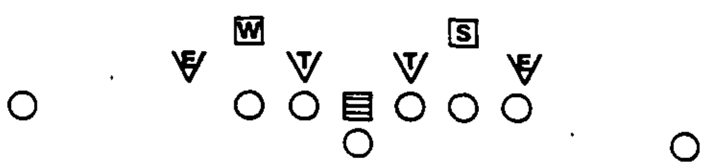



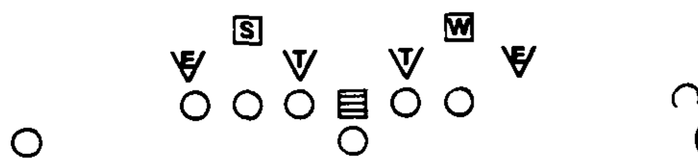

**30** **UNDER 40L**



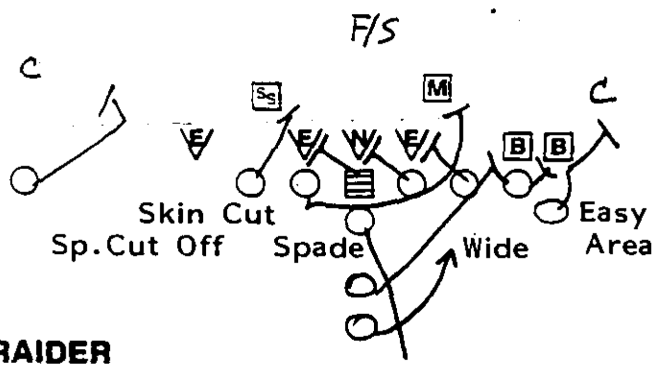

**OVER WIDE** **ORANGE STRONG**



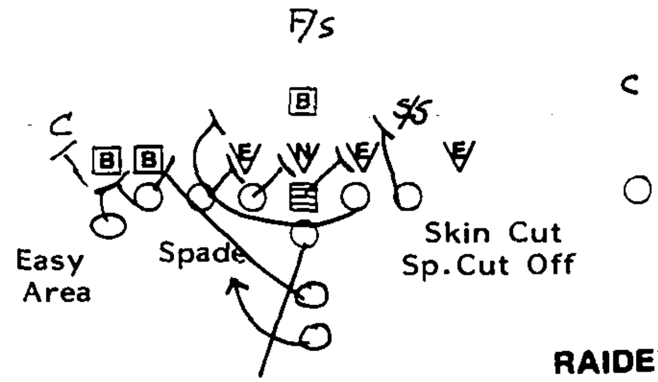




**PIRATE** **PIRATE**

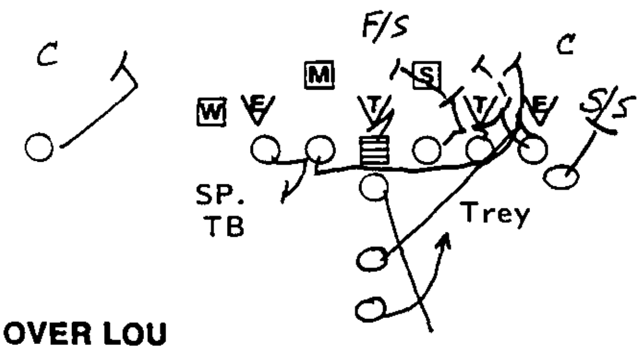
16 B.T.O. EAGLE 17 B.T.O.



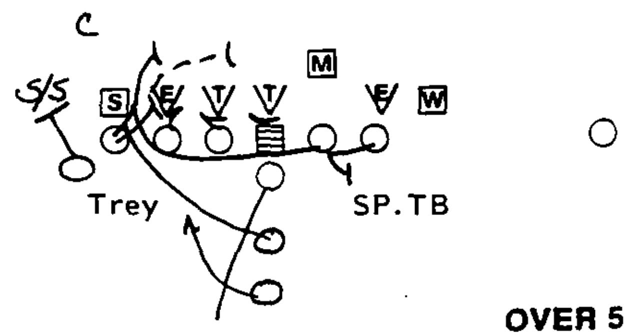

RAIDER




RAIDER

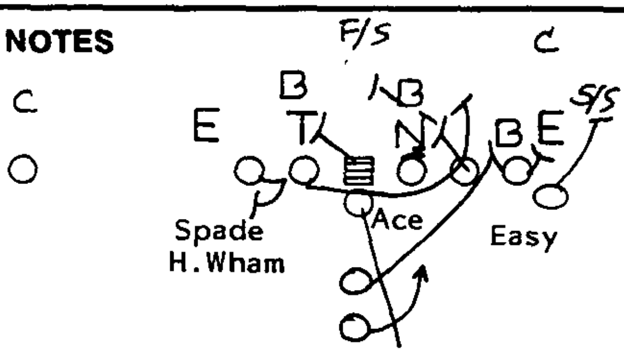



OVER LOU

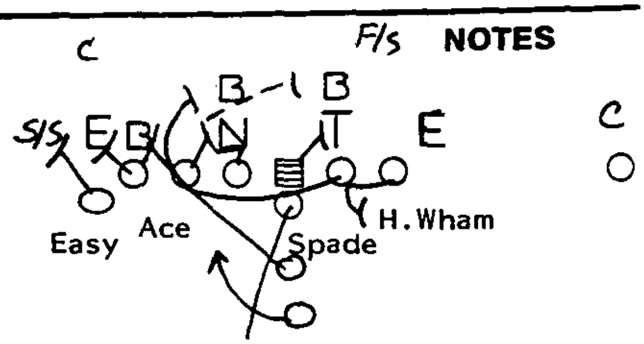



OVER 5

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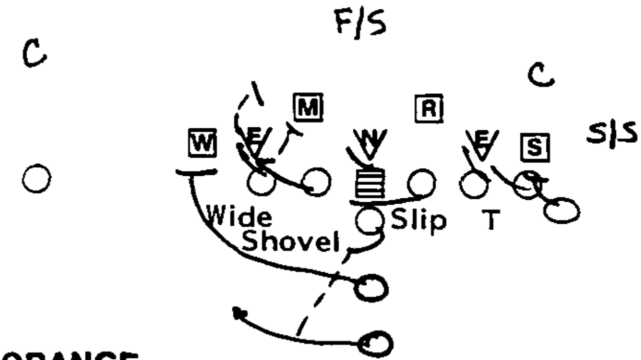
NOTES



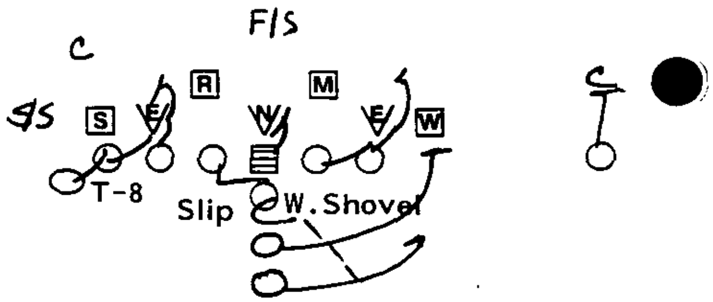
REMARKS

REMARKS

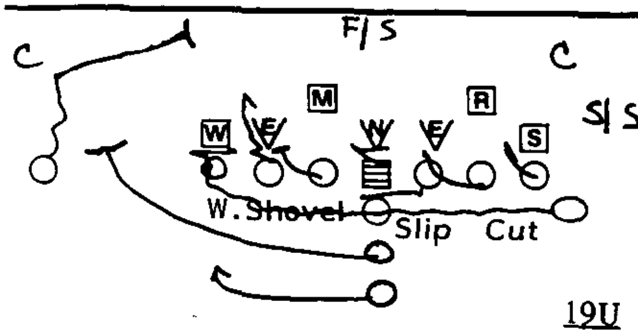
PLAY FLIP 19L (Y-U) EAGLE FLIP 18L (Y-U) FORMATIONS



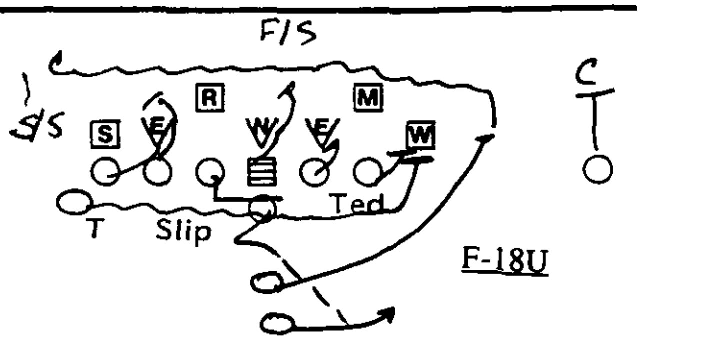

ORANGE



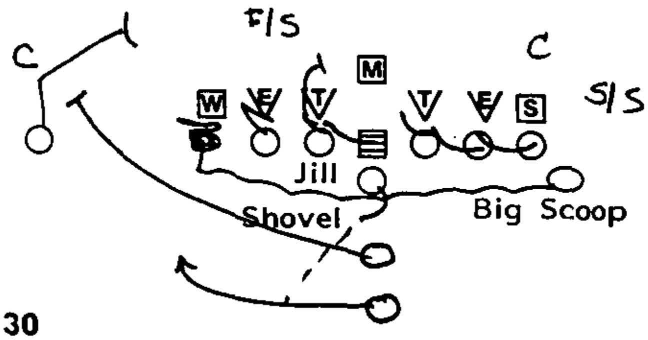

ORANGE



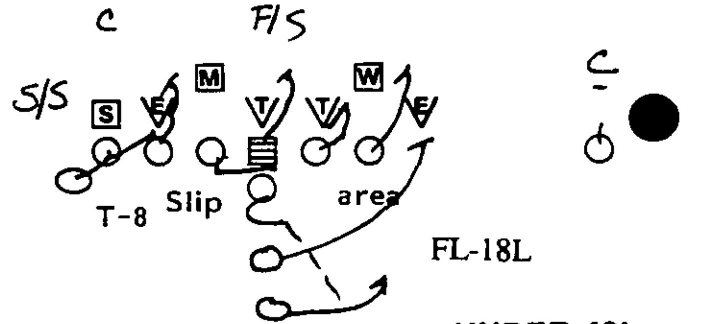

ORANGE OVER WIDE



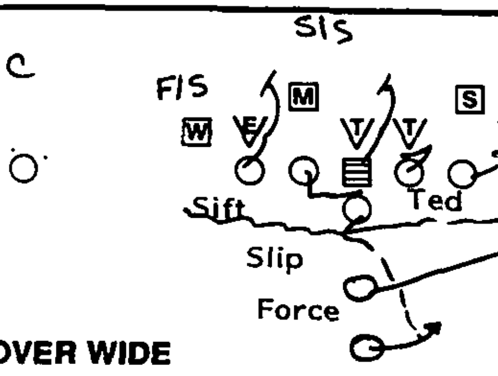

ORANGE UNDER L




30

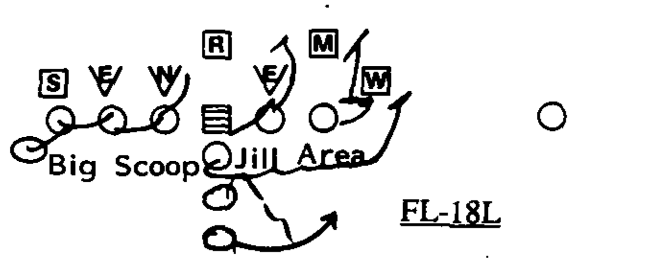



UNDER 40L

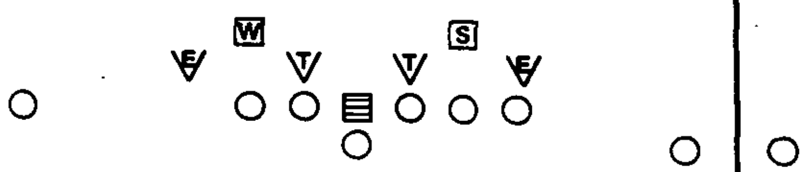


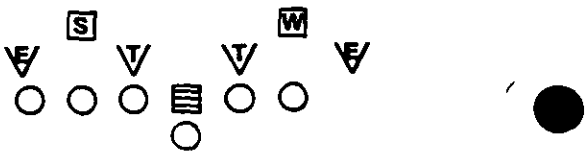

OVER WIDE

OPPOSITE
BASED ON
F/S WEAK




ORANGE STRONG

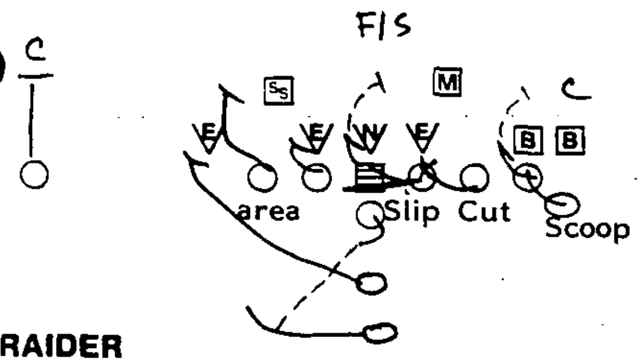


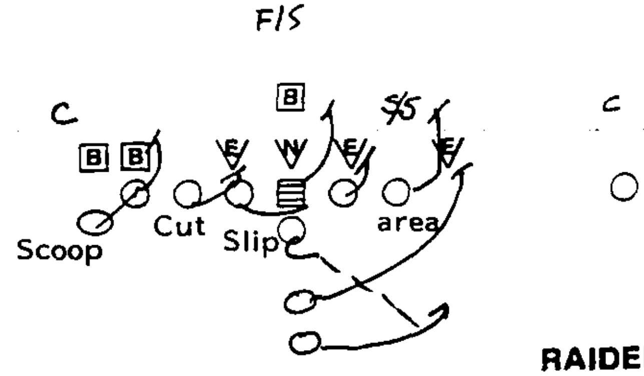




PIRATE

PIRATE

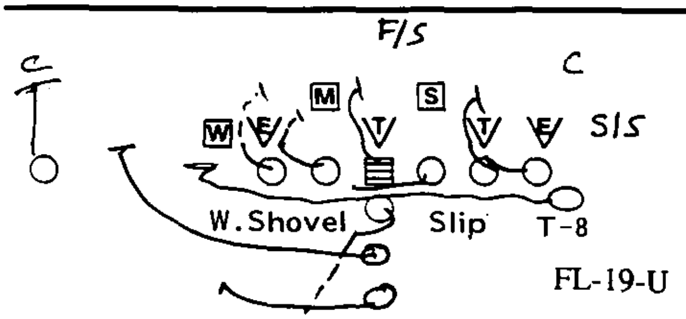
FLIP 19L (Y-U) EAGLE FLIP 18L (Y-U)

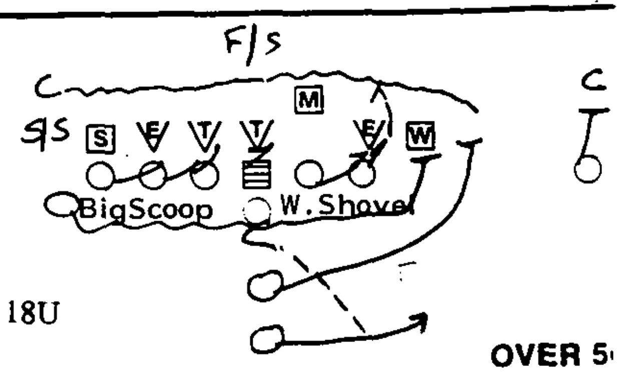



**RAIDER**

**RAIDER**

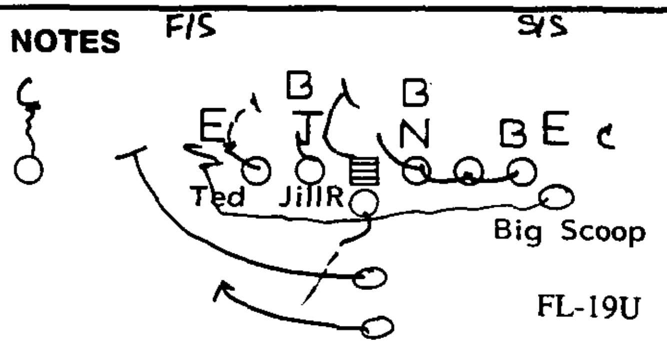


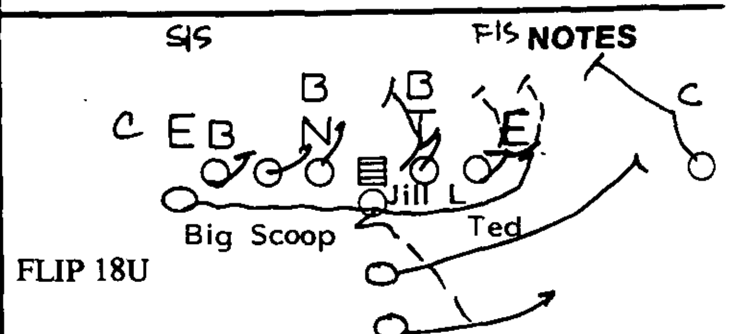




**OVER LOU**

**OVER 5**

**NOTES**




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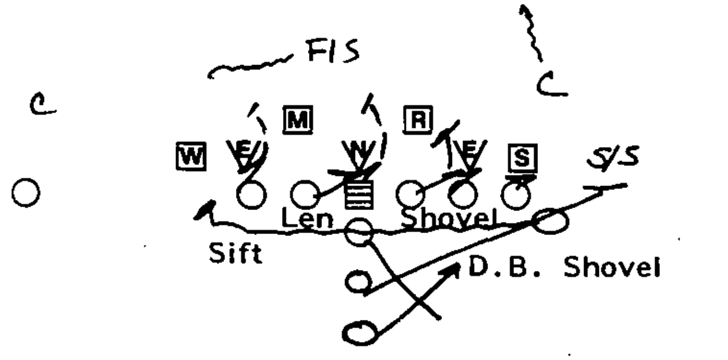




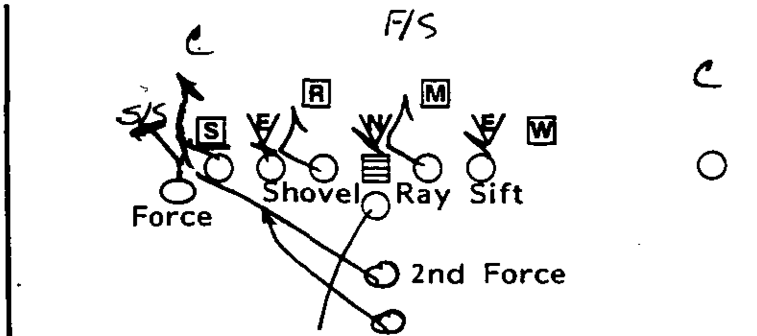
**REMARKS**

**REMARKS**

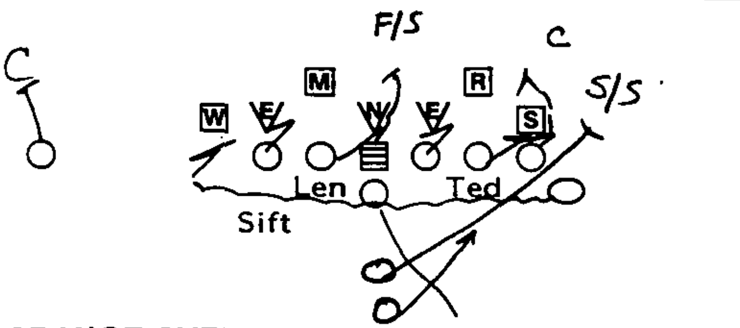
**PLAY** 58 (Y-U) EAGLE 59 (Y-U) **FORMATIONS**



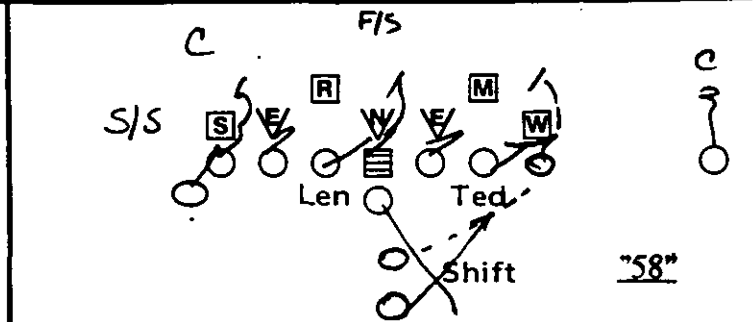

**ORANGE**



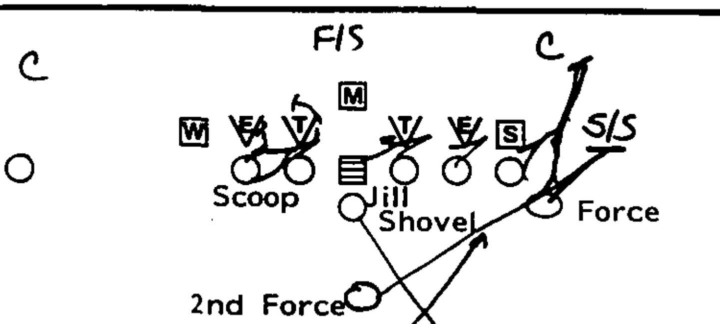

**ORANGE**



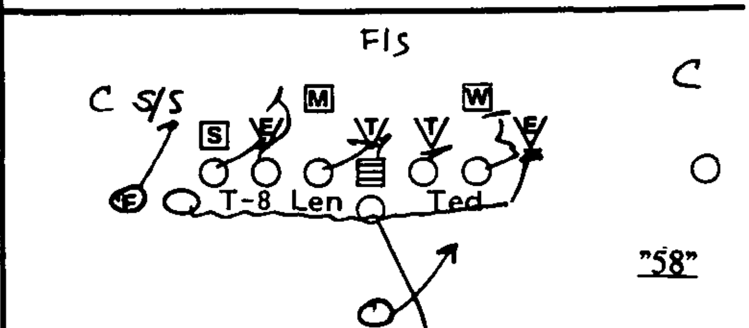

**ORANGE OVER WIDE**



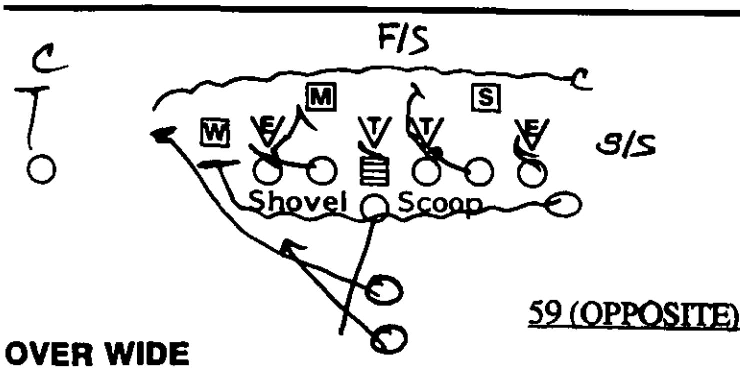

**ORANGE UNDER L**



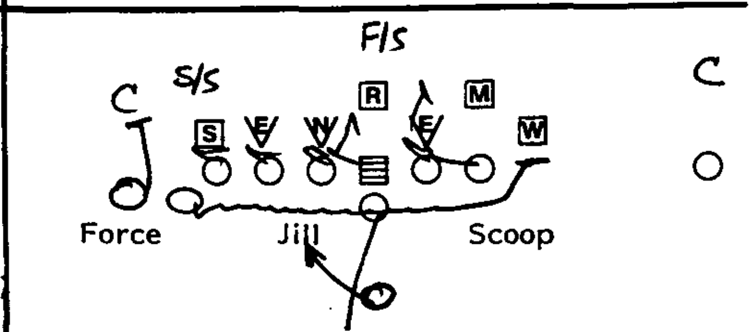

**30**



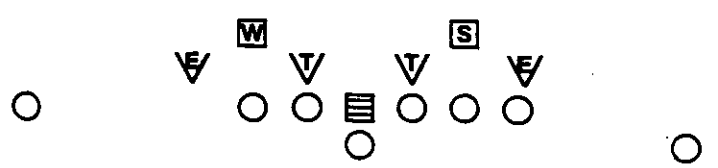

**UNDER 40L**



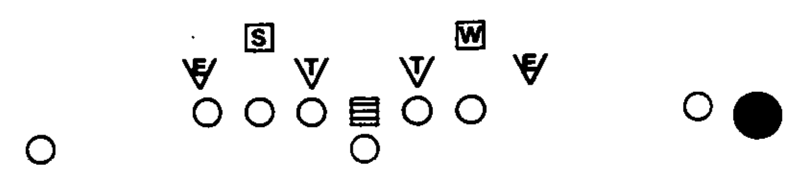

**OVER WIDE**




**ORANGE STRONG**

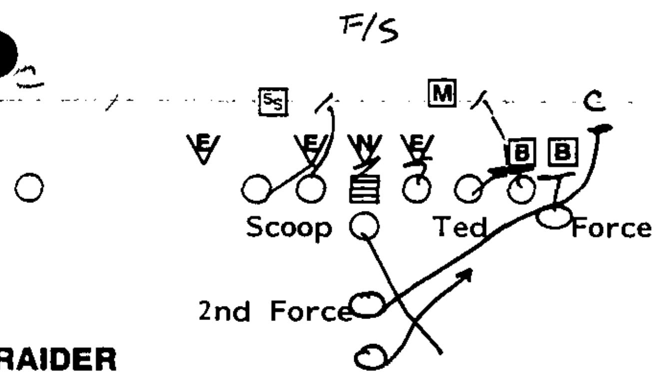



**PIRATE**

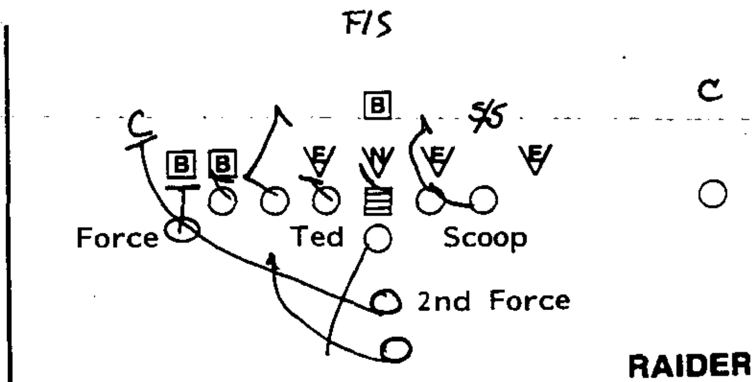



**PIRATE**

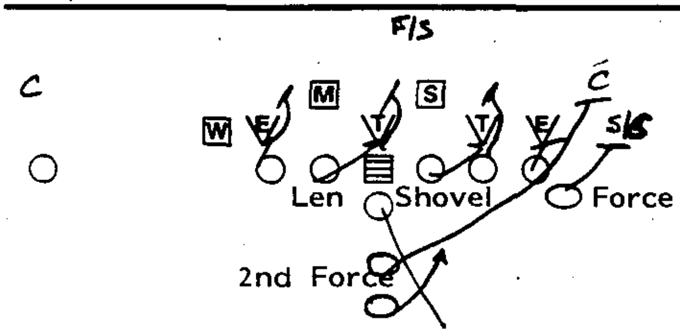
58 (Y-U) EAGLE 59 (Y-U)



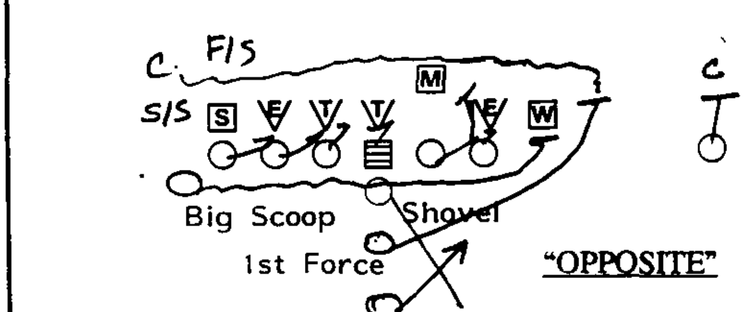

**RAIDER**




**RAIDER**

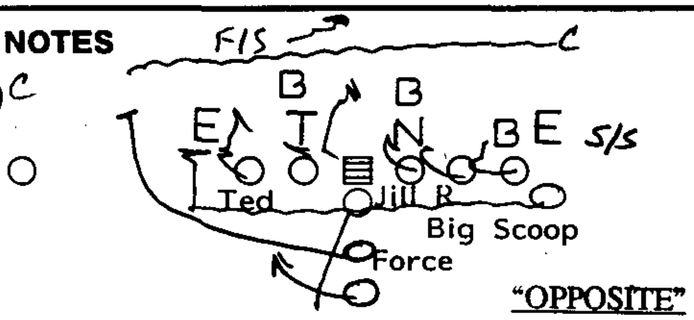



**OVER LOU**

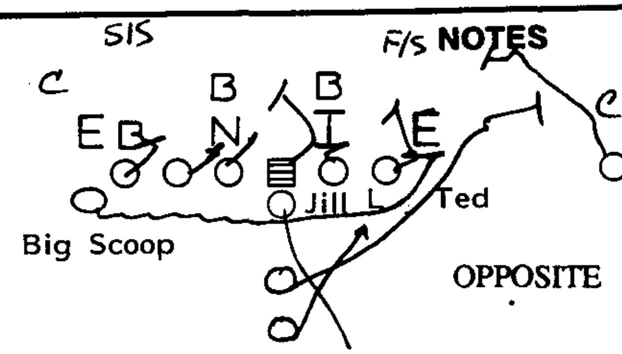



**OVER 50**

**NOTES**




**NOTES**




**NOTES**



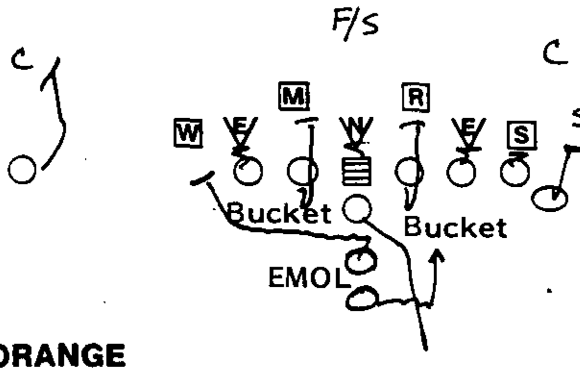
**NOTES**



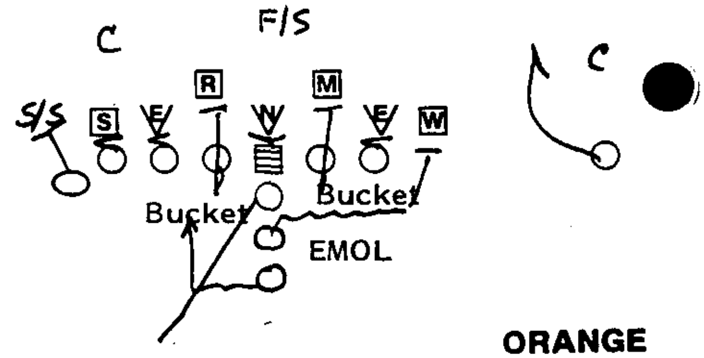
**REMARKS**

**REMARKS**

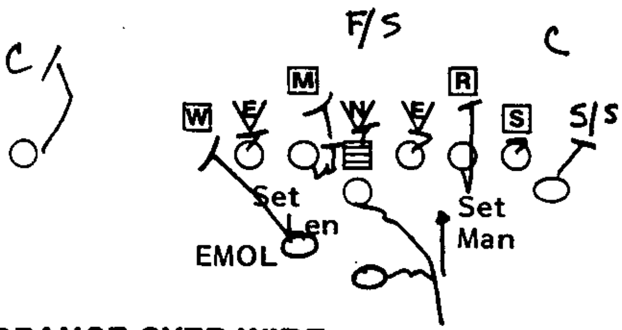
PLAY SP. DRAW SOLID RT. EAGLE SP. DRAW SOLID LT. FORMATIONS



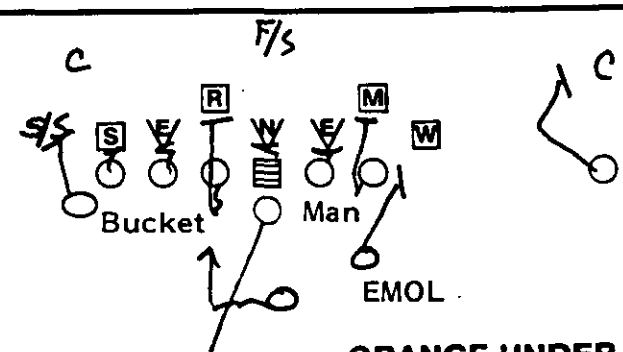

ORANGE



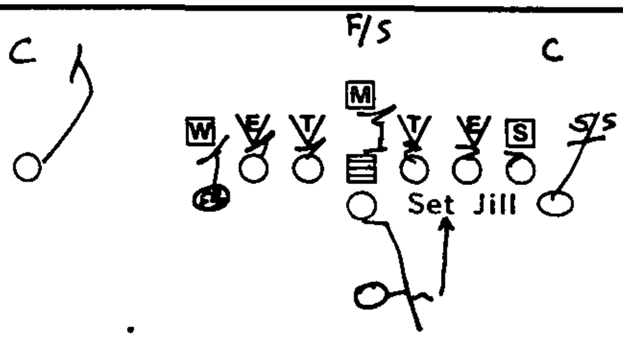

ORANGE



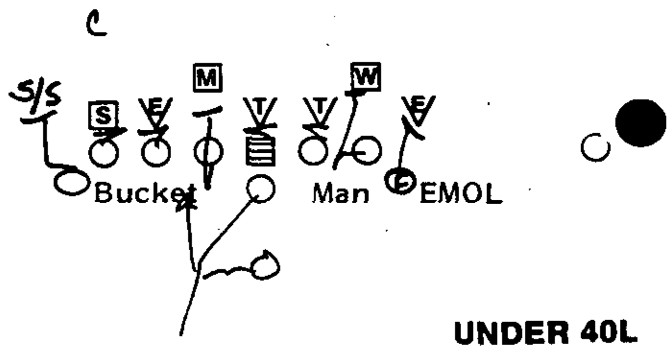

ORANGE OVER WIDE



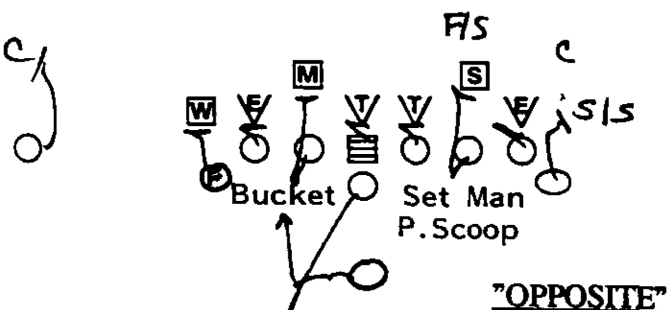

ORANGE UNDER L




30

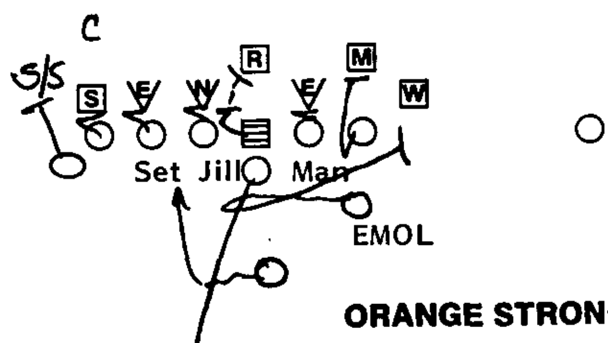



UNDER 40L

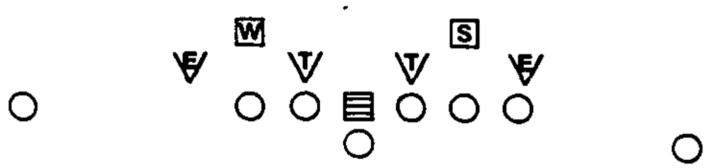



"OPPOSITE"
SEE F/S

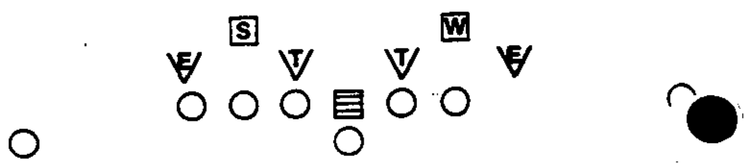
OVER WIDE




ORANGE STRONG

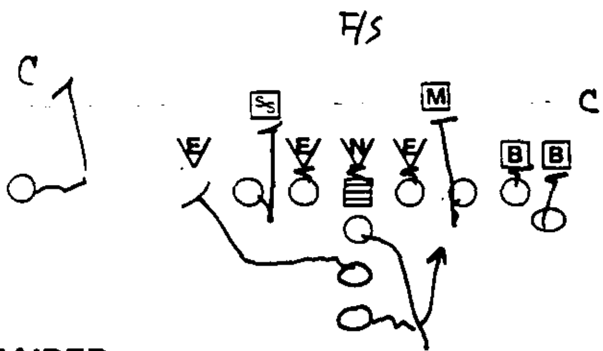


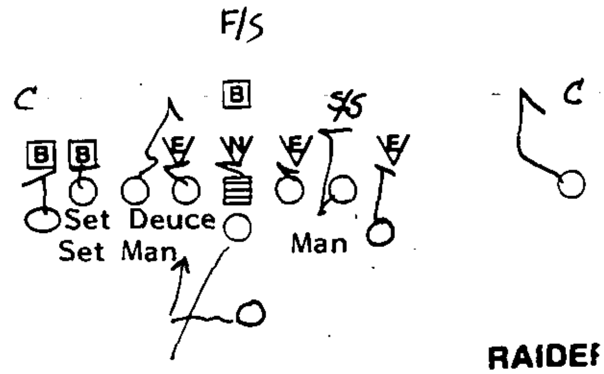
PIRATE



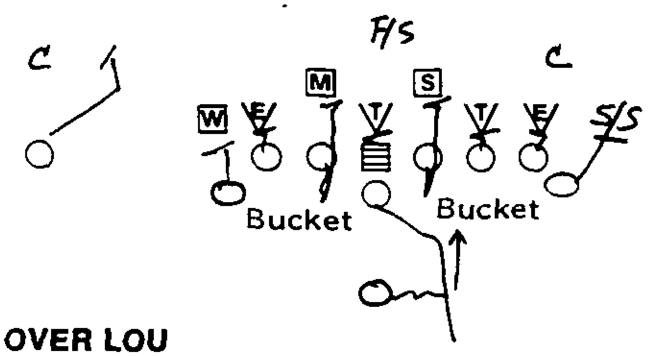
PIRATE

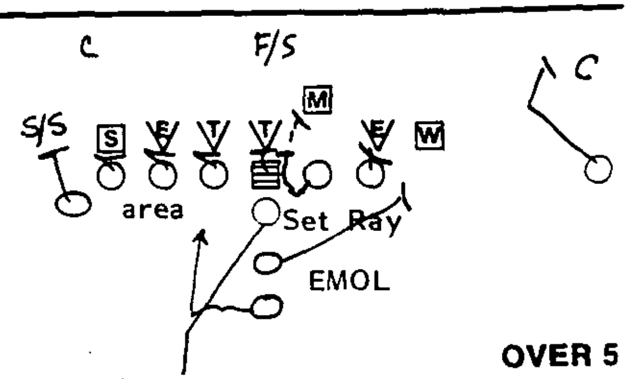
SP. DRAW SOLID RT. EAGLE SP. DRAW SOLID LT.



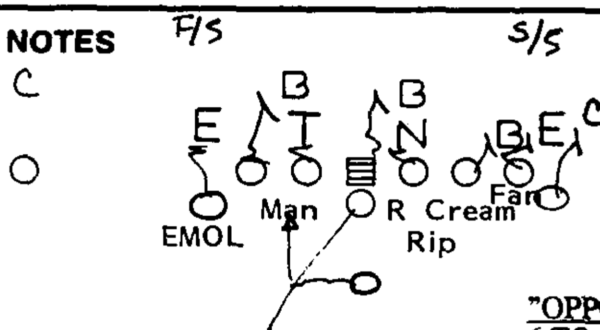

**RAIDER** **RAIDER**



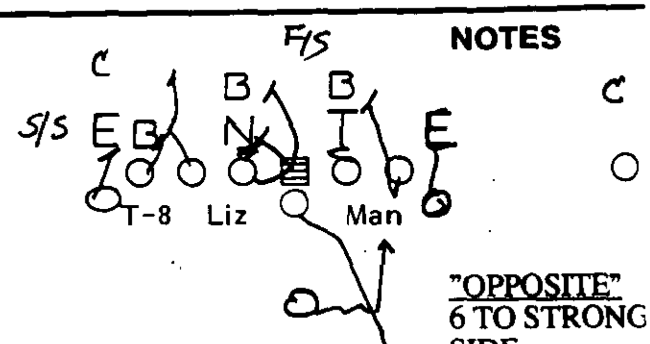

**OVER LOU** **OVER 5**

**NOTES**




"OPPOSITE"
6 TO STRONG SIDE

**NOTES**




"OPPOSITE"
6 TO STRONG SIDE

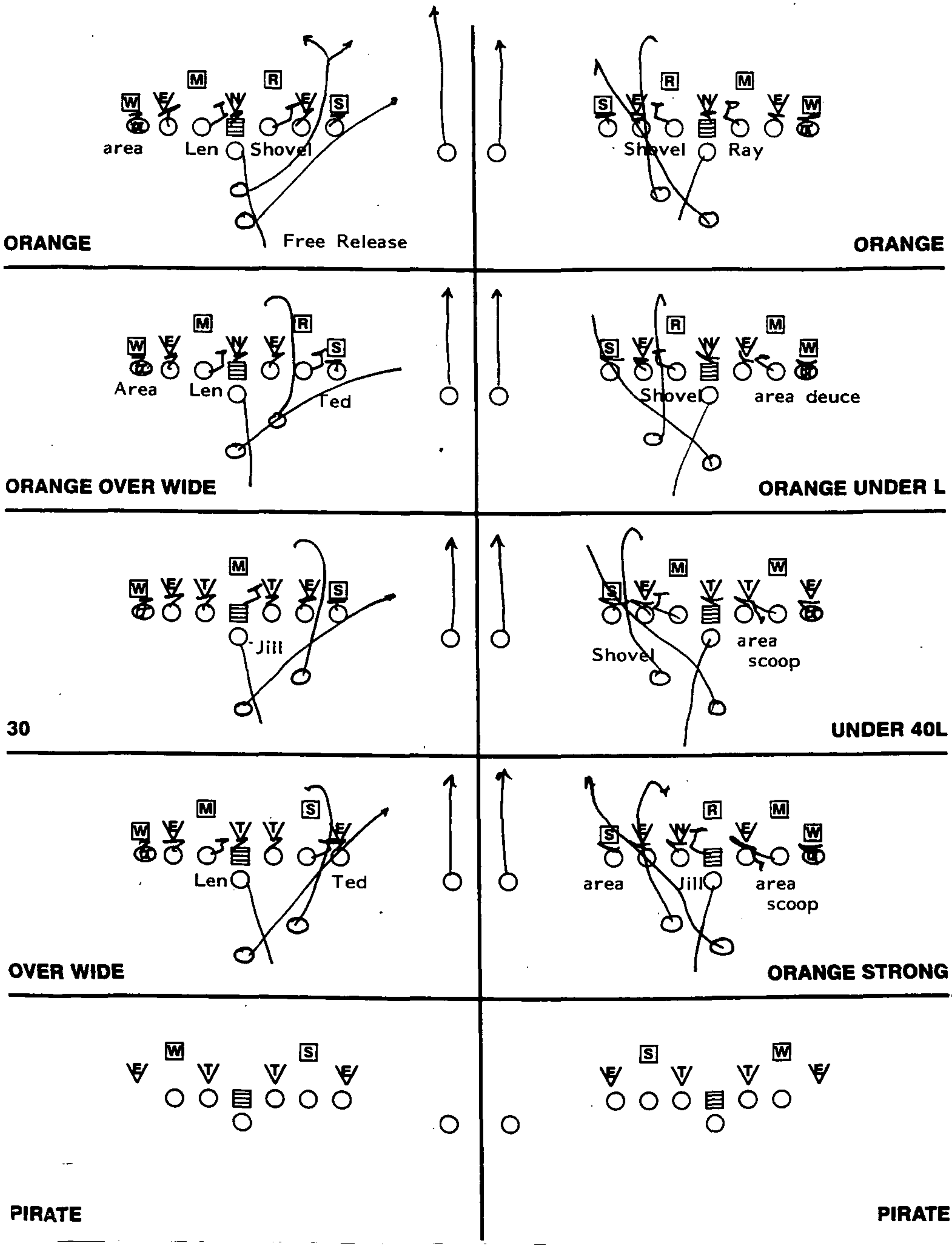
**NOTES** **NOTES**



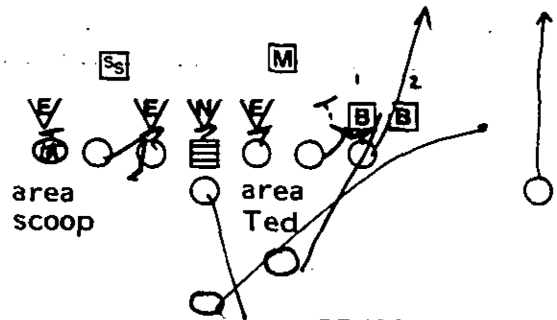


**REMARKS** **REMARKS**

PLAY FIRE PASS 14 LEAD MAN TITE FIRE PASS 15 LD MAN FORMATIONS

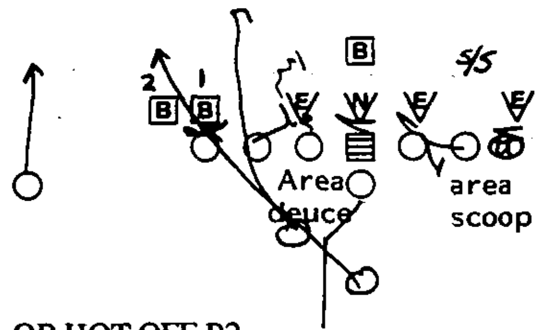


FIRE PASS 14 LEAD MAN TITE    FIRE PASS 15 LEAD MAN



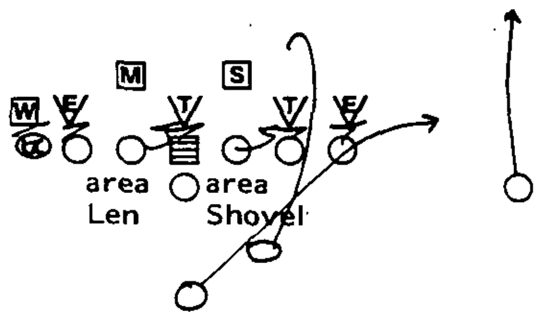

RAIDER

QB HOT OFF B2

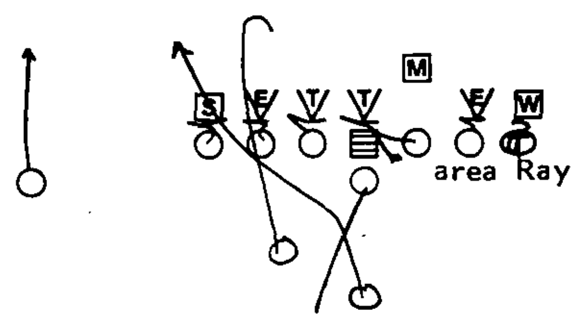



QB HOT OFF B2

RAIDER

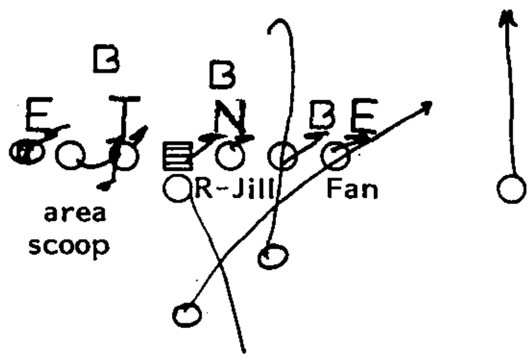



OVER LOU

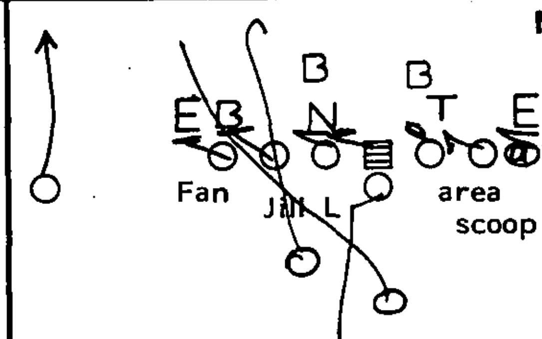



OVER 50

NOTES




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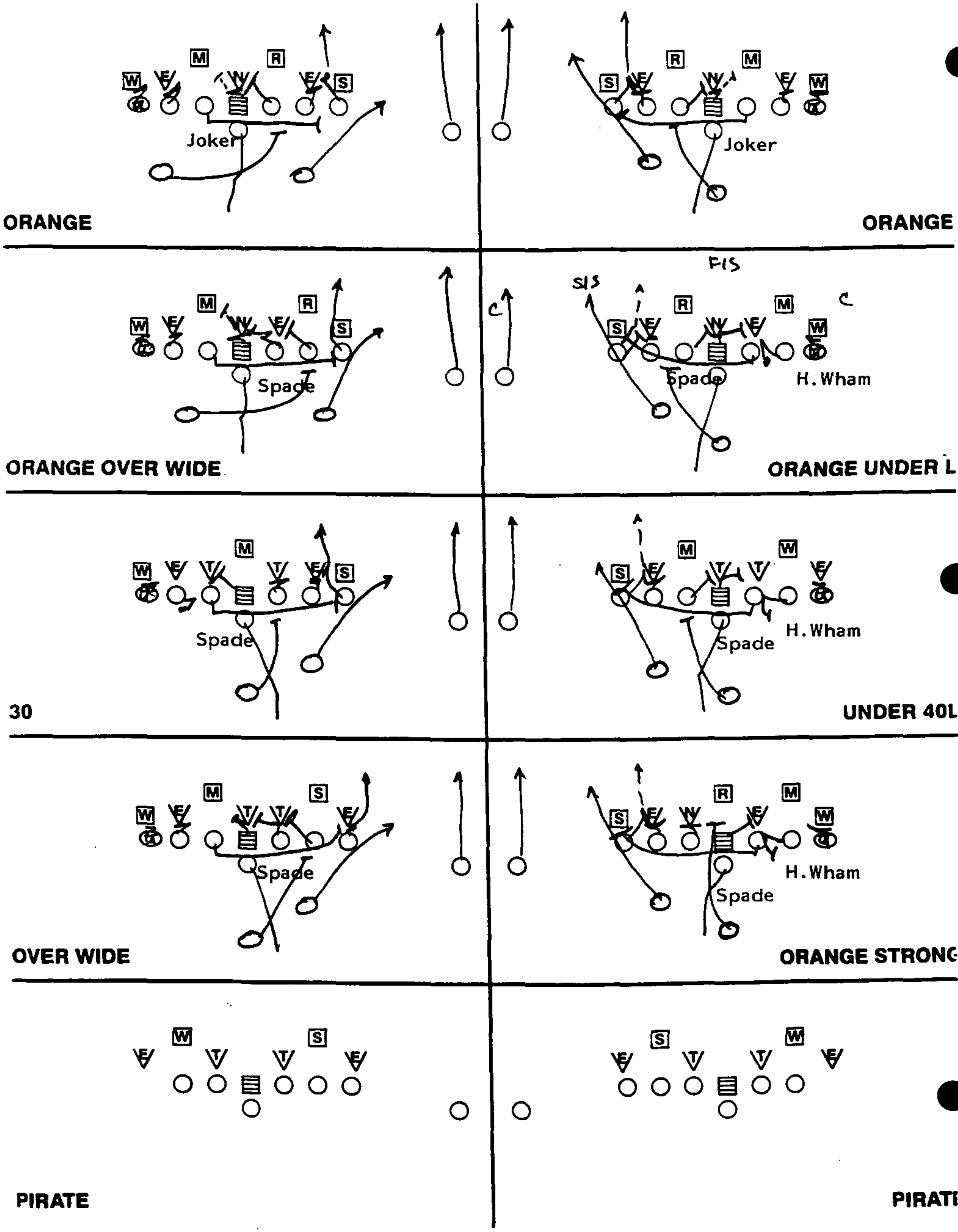
NOTES



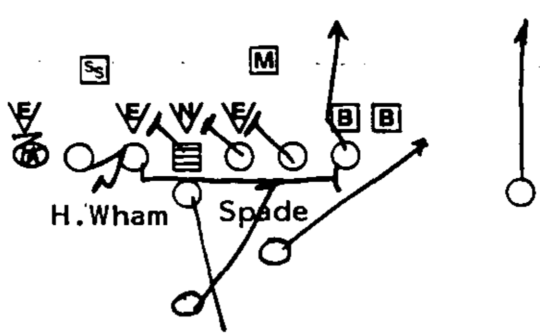
REMARKS

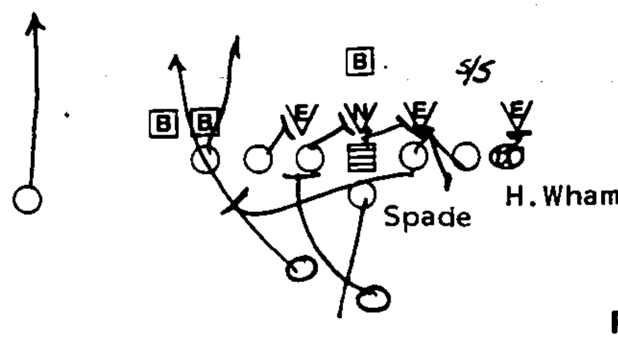
REMARKS

PLAY FIRE PASS 16 B.T.O. TITE FIRE PASS 17B.T.O. FORMATIONS



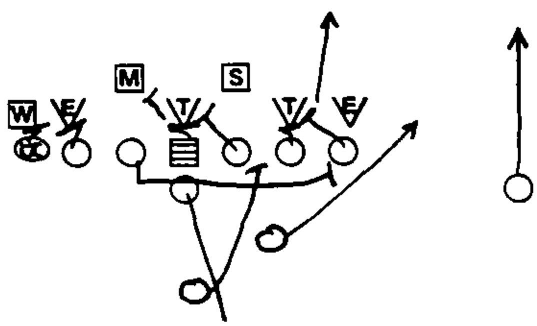
FIRE PASS 16 B.T.O.    TITE    FIRE PASS 17 B.T.O.

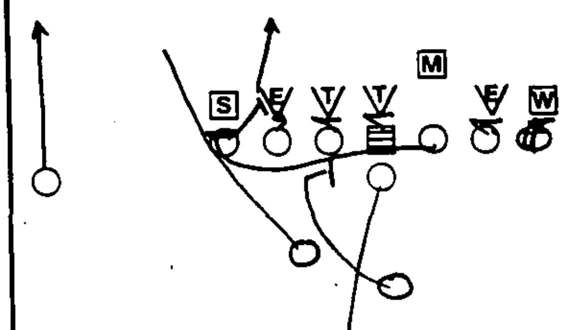



**RAIDER**

**RAIDER**



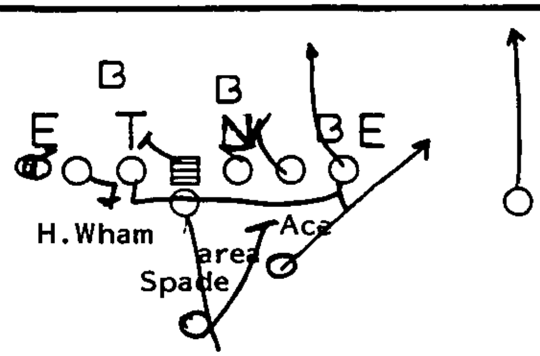


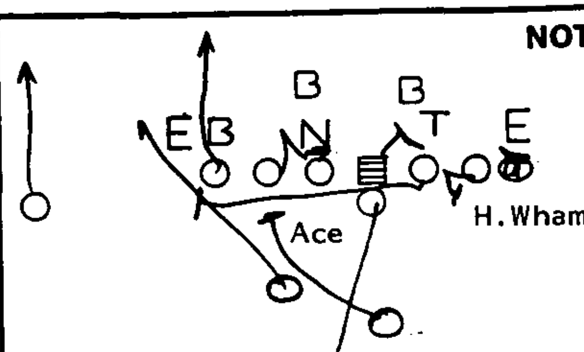
**OVER LOU**

**OVER 5**

**NOTES**

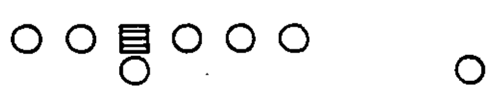
**NOTES**




**NOTES**

**NOTES**

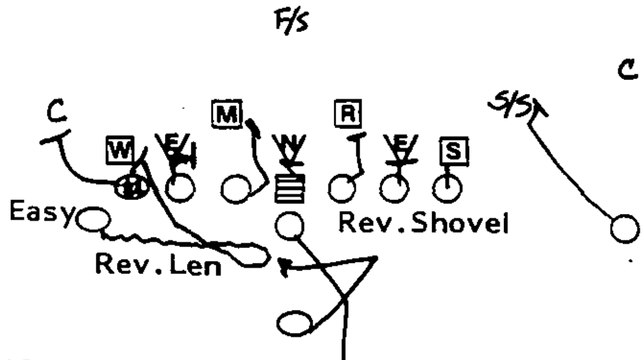




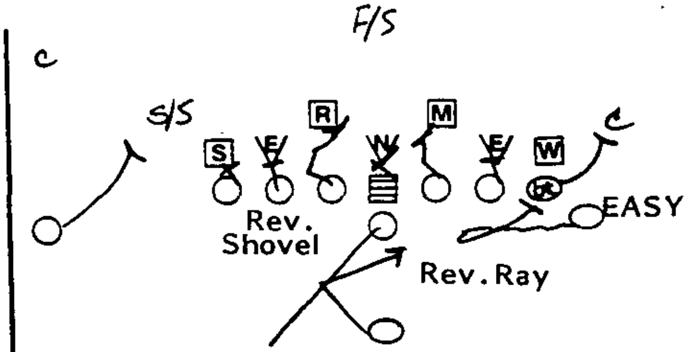
**REMARKS**

**REMARKS**

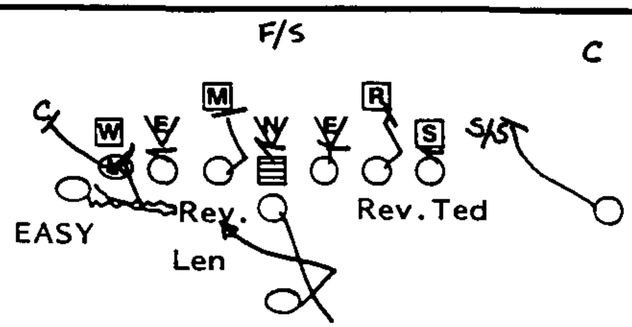
**PLAY** CTR SPRINT 9 WASHINGTON CTR SPRINT 8 **FORMATIONS**



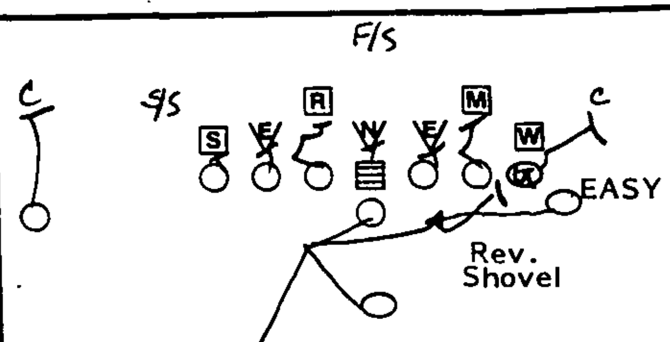

**ORANGE**



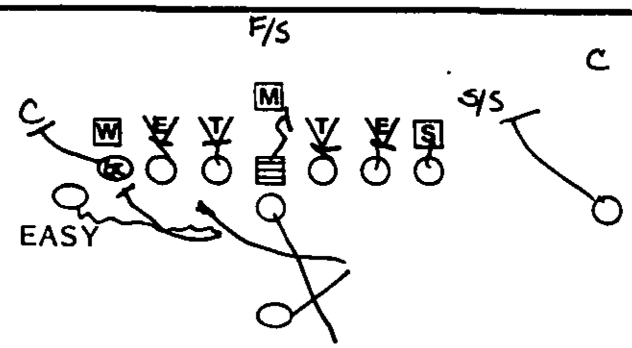

**ORANGE**



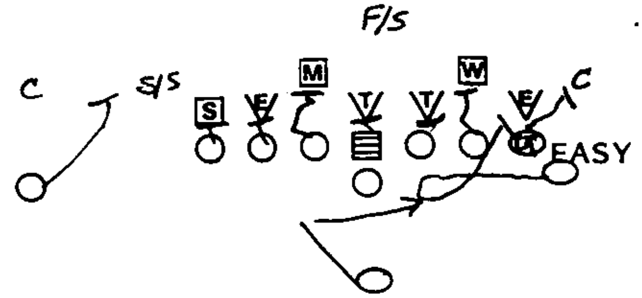

**ORANGE OVER WIDE**




**ORANGE UNDER I**

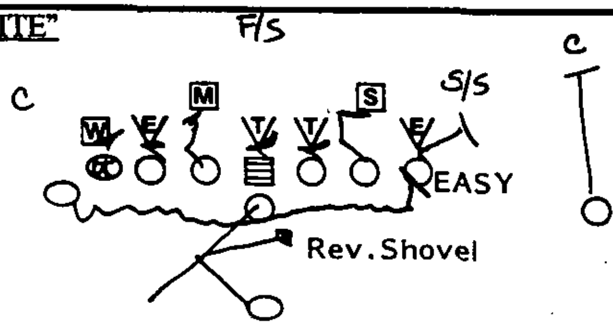



**30**

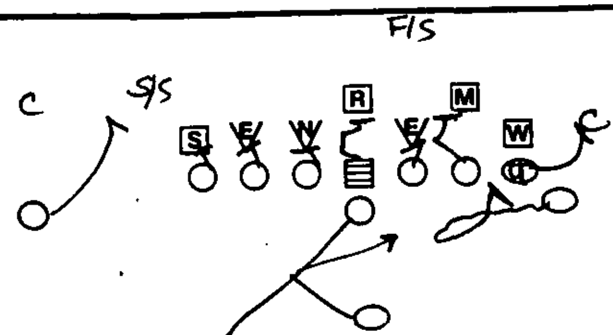



**UNDER 40'**

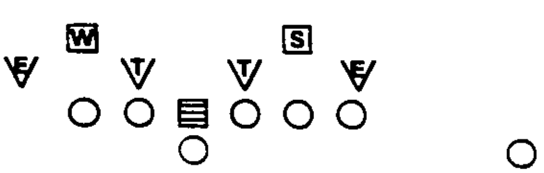
"OPPOSITE"



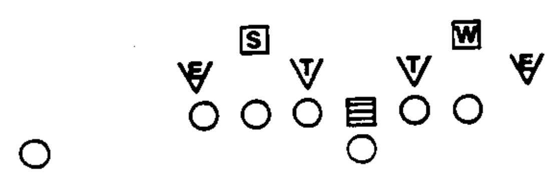

**OVER WIDE**




**ORANGE STRON**



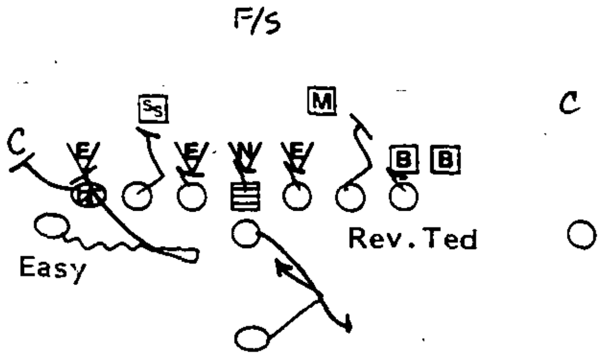

**PIRATE**

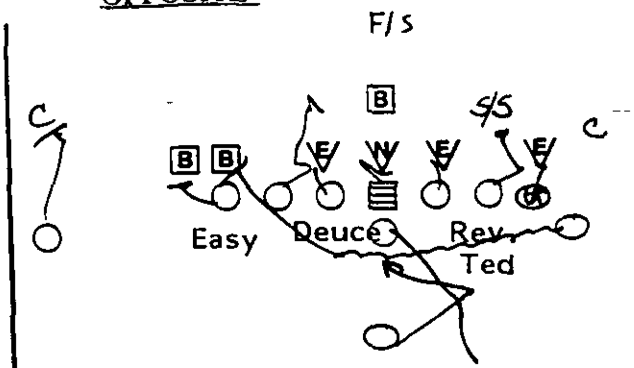



**PIRAT**

CTR SPRINT 9 WASHINGTON CTR SPRINT 8

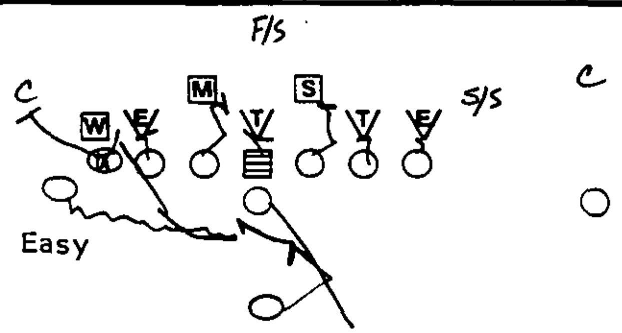
"OPPOSITE"

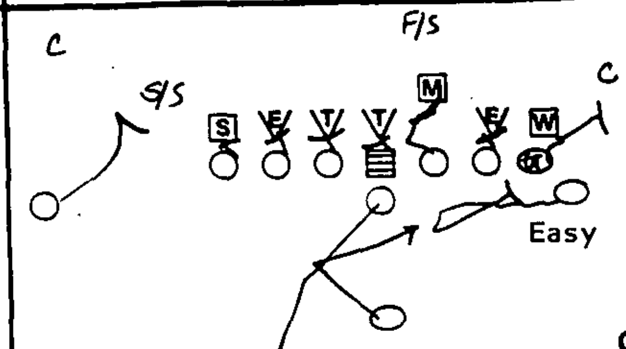



**RAIDER** **RAIDE**

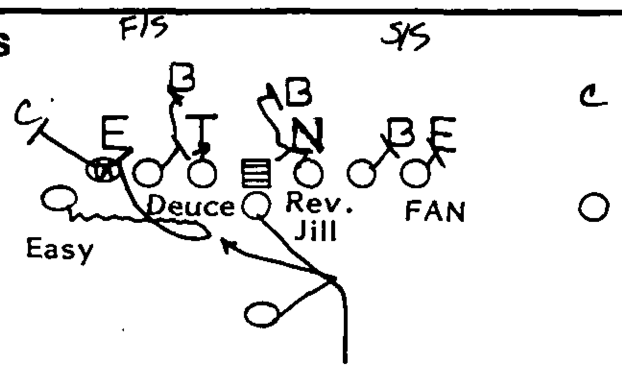
QB-CALL OPPOSITE

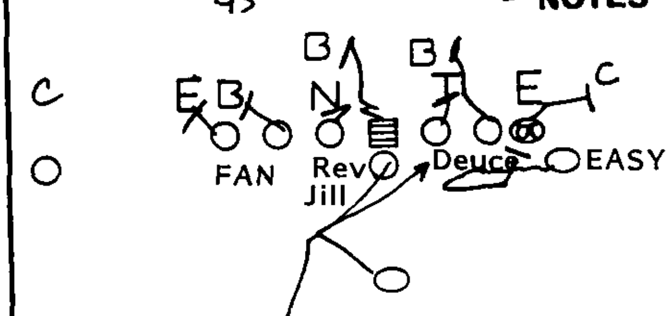



**OVER LOU** **OVER**

**NOTES** **NOTES**



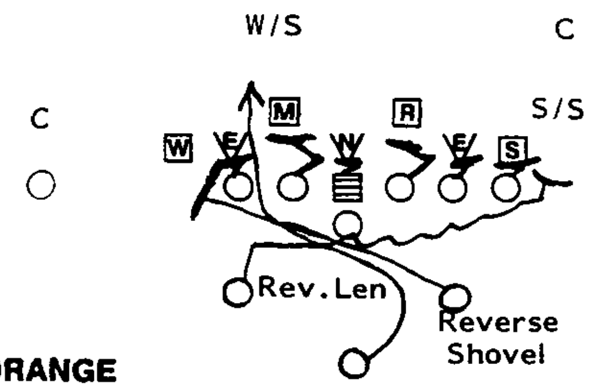

**NOTES** **NOTES**



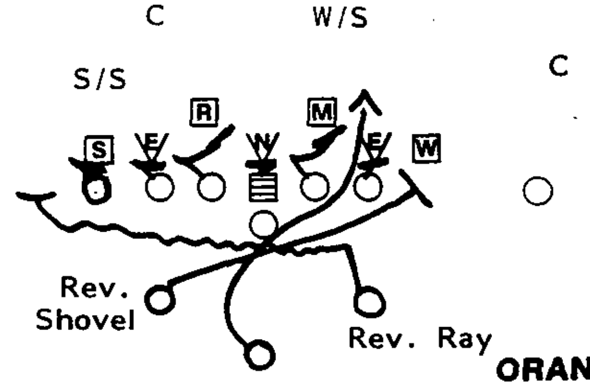


**REMARKS** **REMARKS**

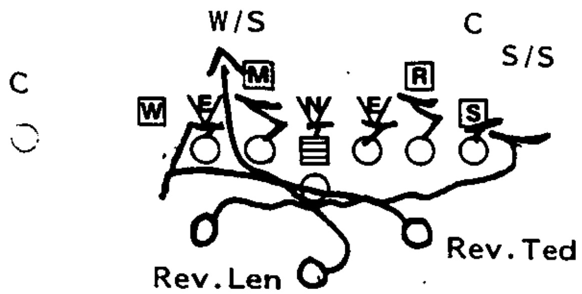
PLAY CTR SPRINT @ 9/8 (WASHINGTON) FORMATIONS



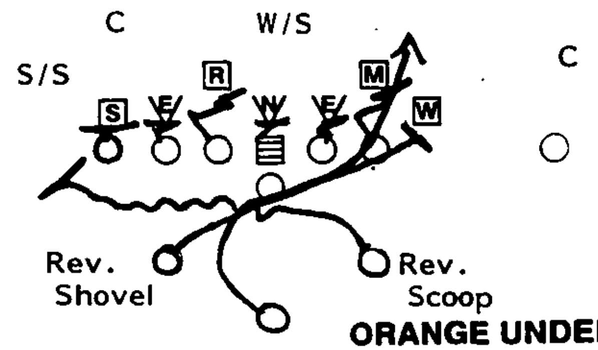

ORANGE



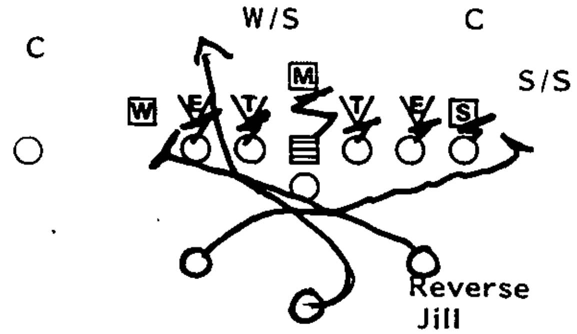

ORANGE



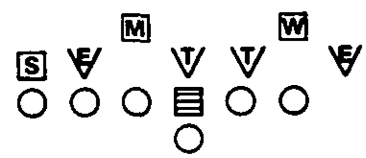

ORANGE OVER WIDE



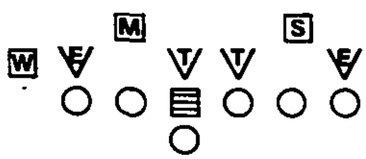

ORANGE UNDER L



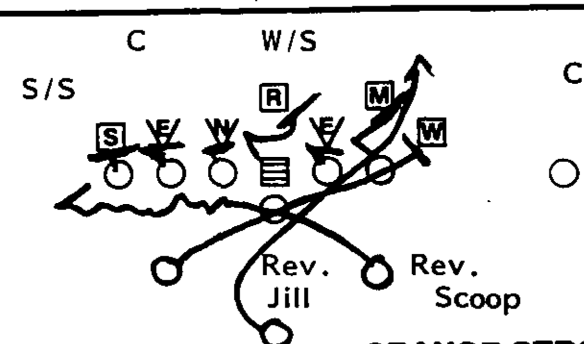

30



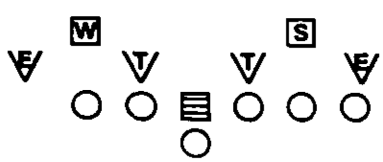
UNDER 40L



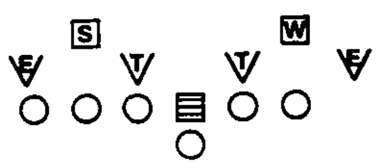
OVER WIDE




ORANGE STRONG

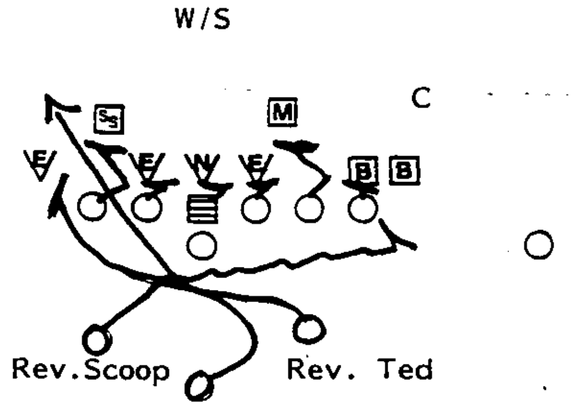


PIRATE

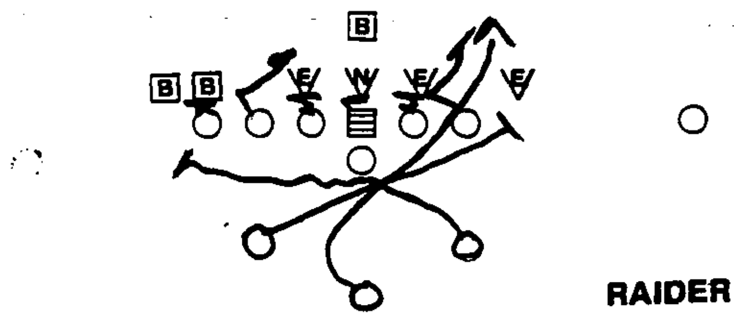


PIRATE

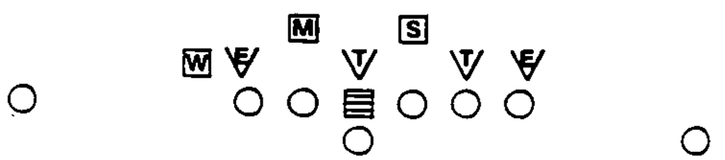
**PLAY** CTR SPRINT @ 9/8 (WASHINGTON) **FORMATIONS**



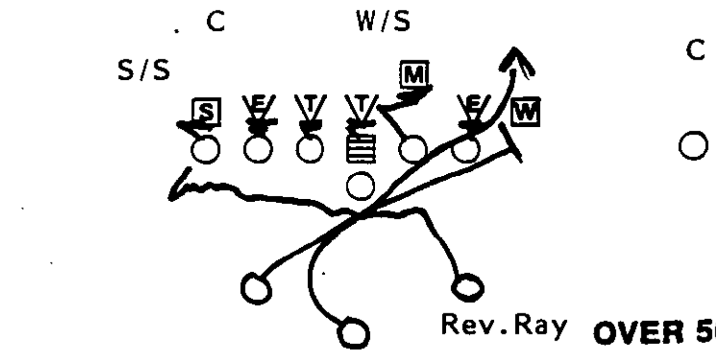

**RAIDER**




**RAIDER**



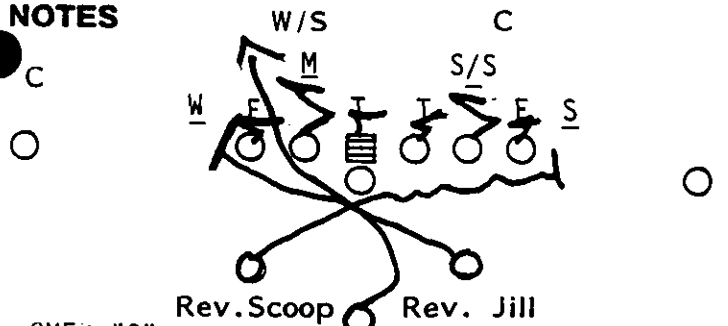

**OVER LOU**




**OVER 50**

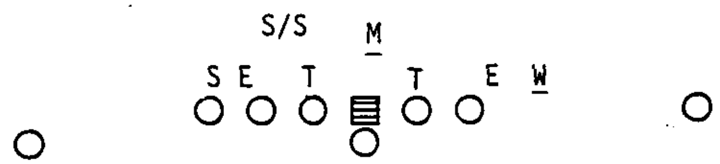
**NOTES**

C



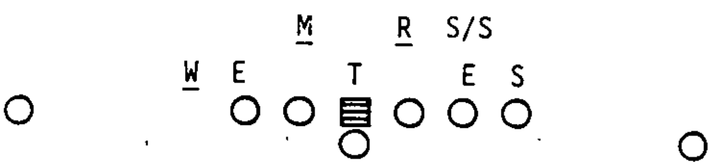

OVER "8"

**NOTES**



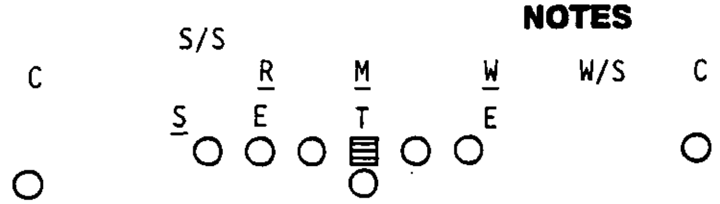

30-"8"

**NOTES**




ORANGE "8"

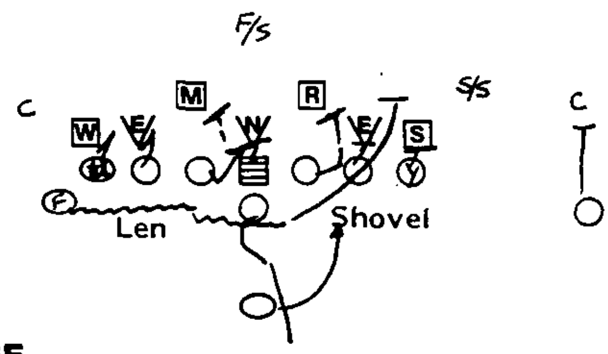
**NOTES**



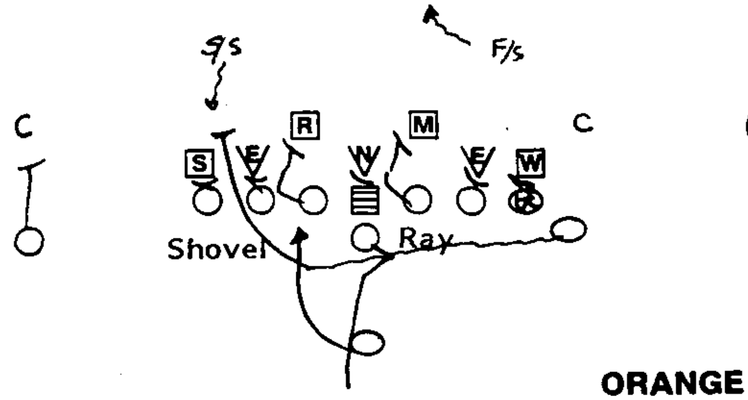

ORANGE STACK "8"

**REMARKS**

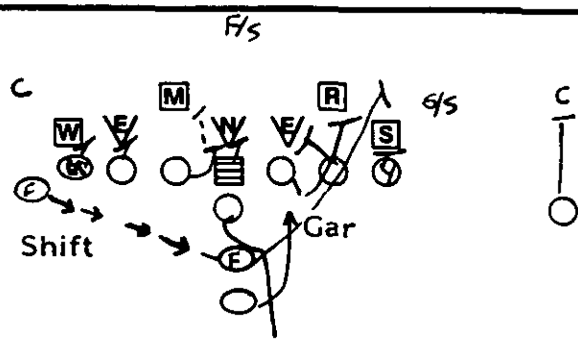
**REMARKS**



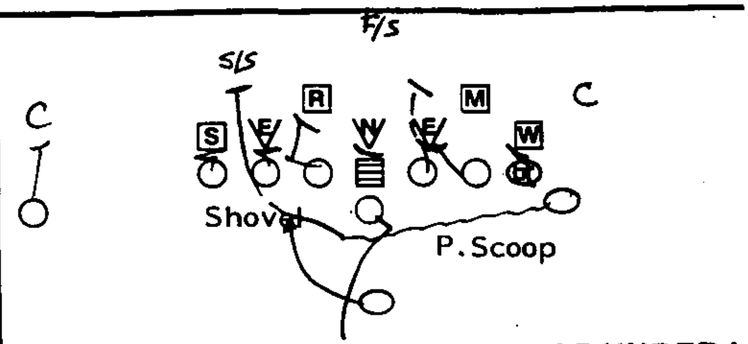

ORANGE



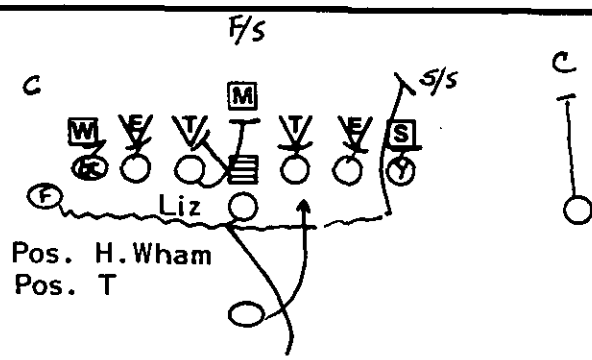

ORANGE



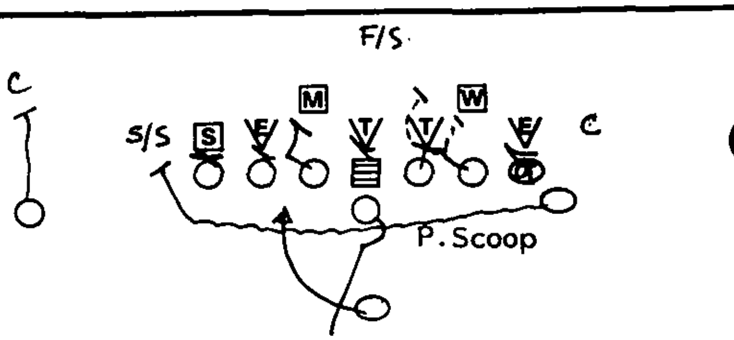

ORANGE OVER WIDE



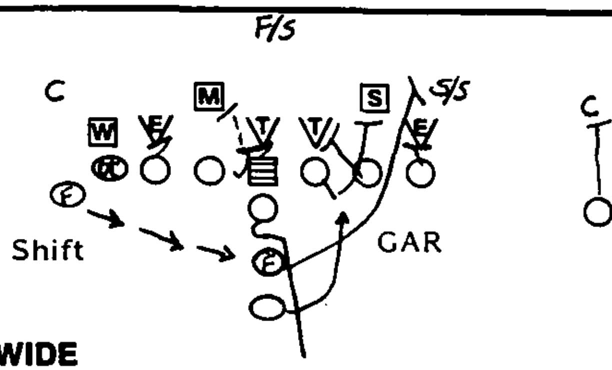

ORANGE UNDER L



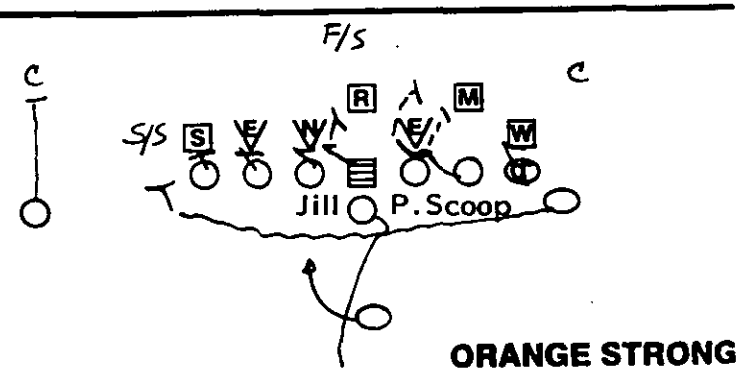

30



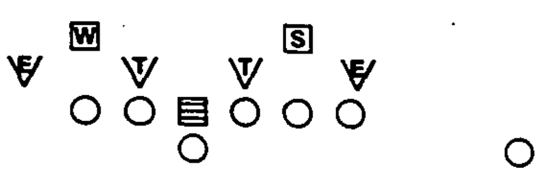

UNDER 40L



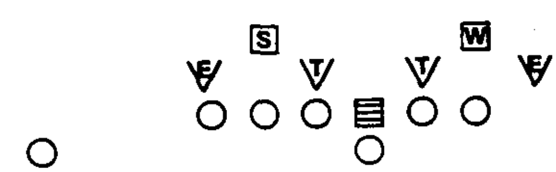

OVER WIDE



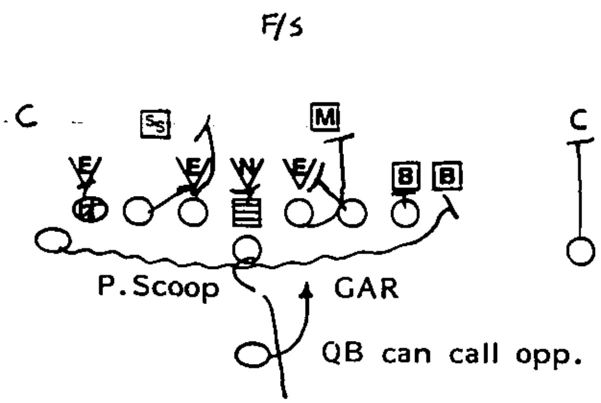

ORANGE STRONG



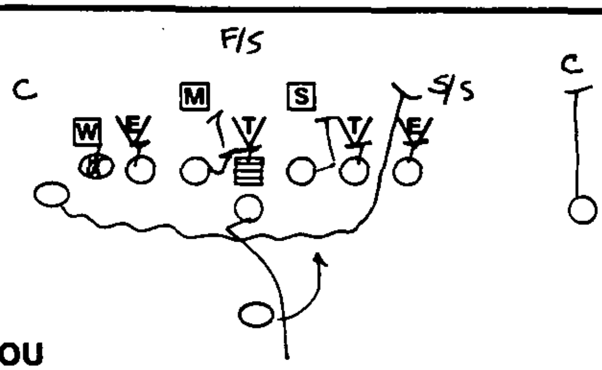
PIRATE



PIRATE

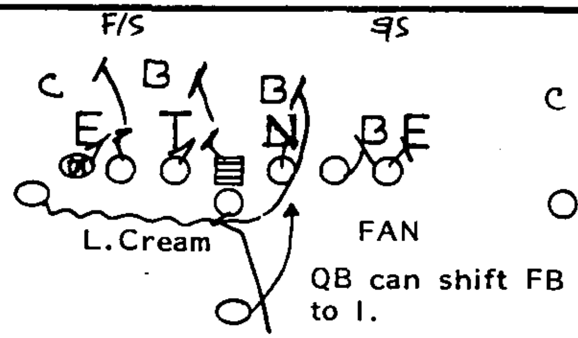



**RAIDER**

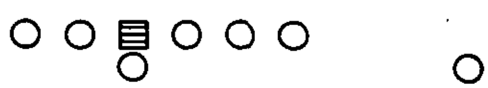



**OVER LOU**

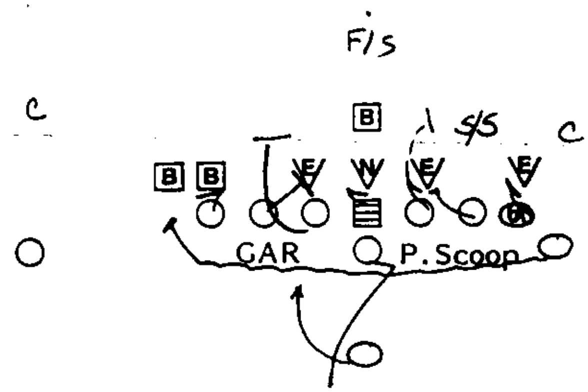
**NOTES**



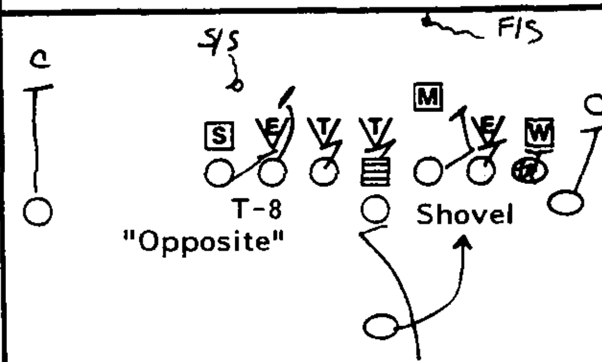

**NOTES**



**REMARKS**

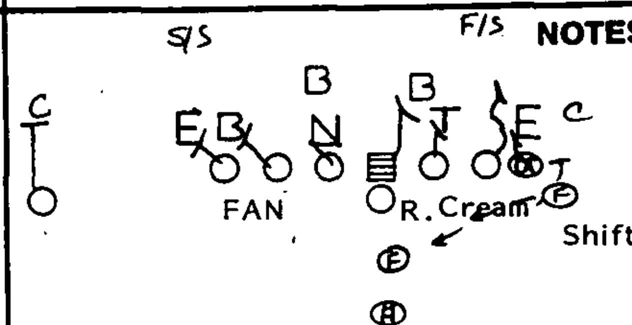



**RAIDER**




**OVER 5**

**NOTES**

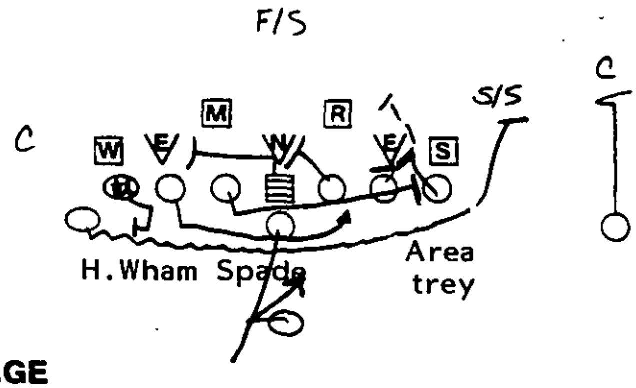



**NOTES**

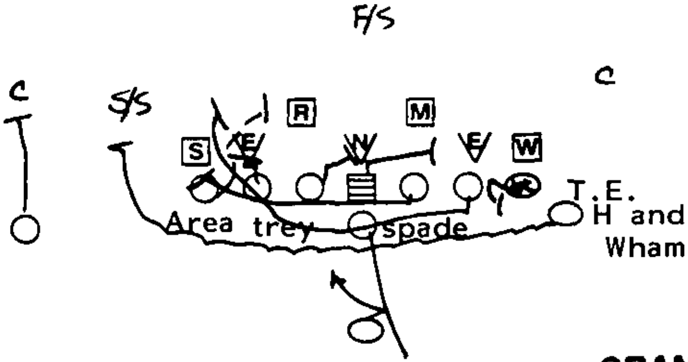


**REMARKS**

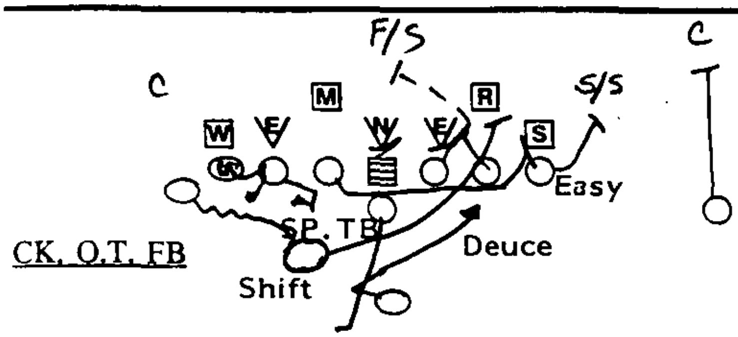
**PLAY** 16 O.T. WASHINGTON 17 O.T. **FORMATIONS**



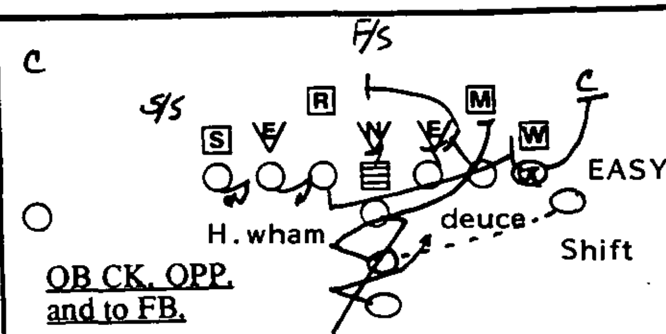

**ORANGE**



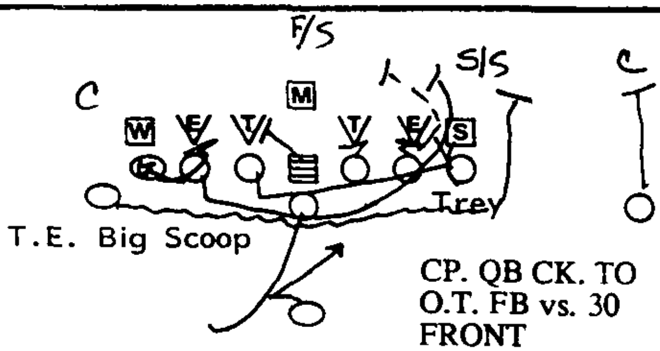

**ORANGE**



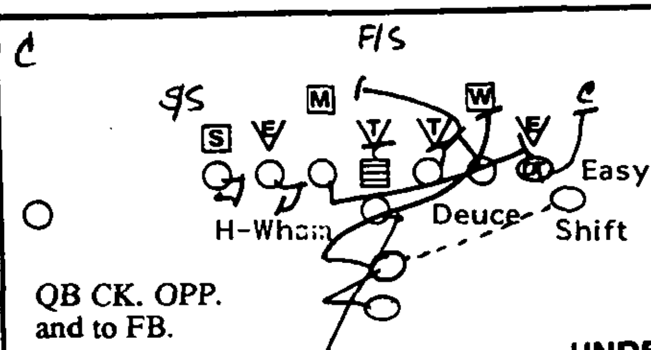

**ORANGE OVER WIDE**



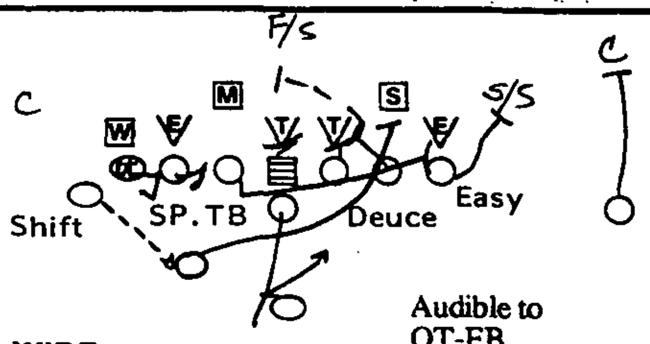

**ORANGE UNDER I**



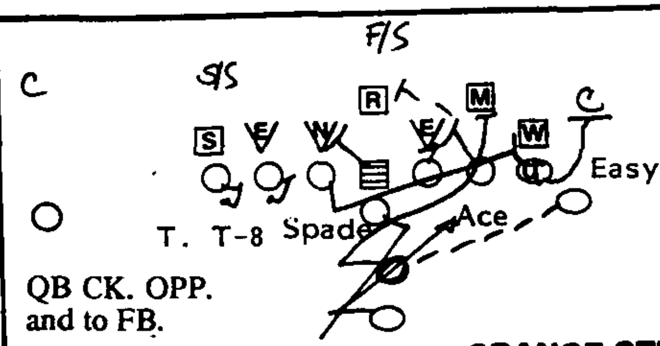

**30**



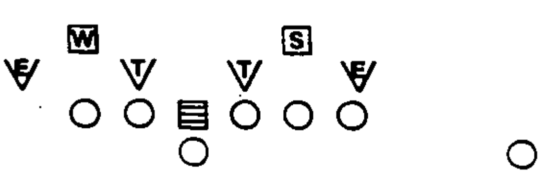

**UNDER 40**



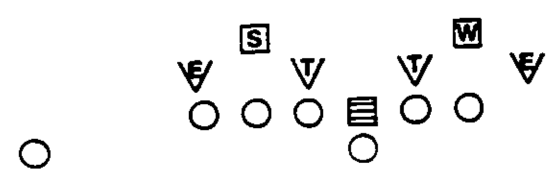

**OVER WIDE**



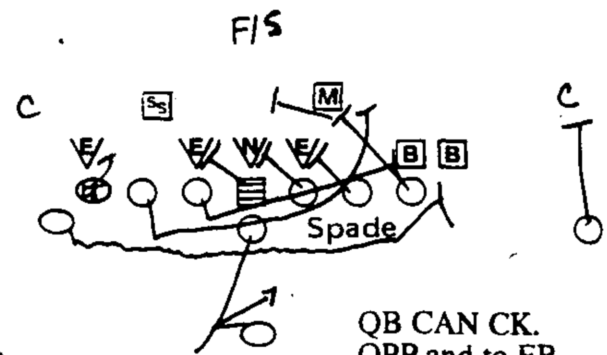

**ORANGE STRON**




**PIRATE**

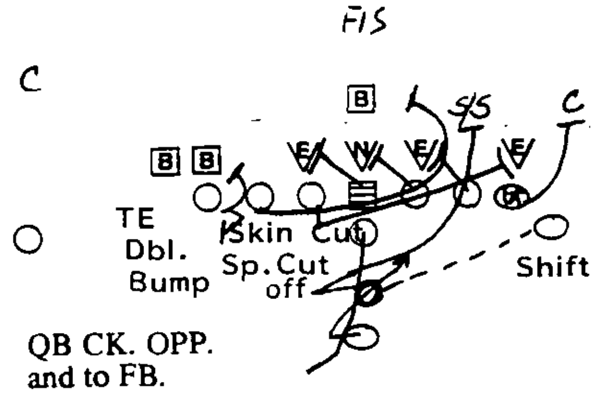



**PIRA**



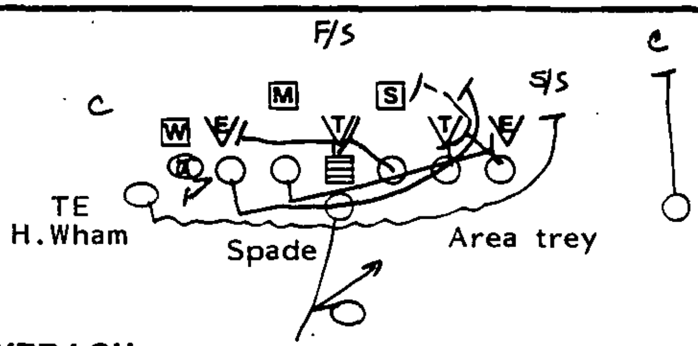

QB CAN CK.
OPP.and to FB.

**RAIDER**

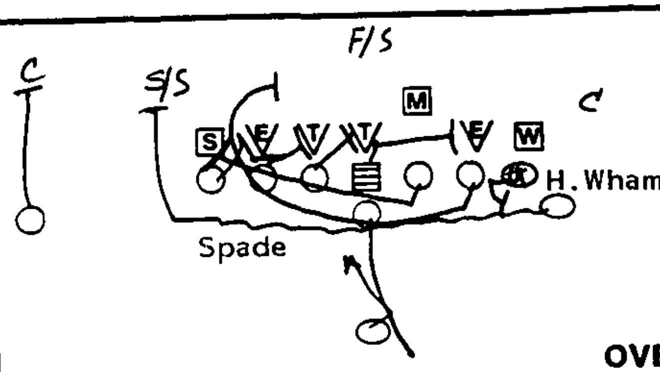



QB CK. OPP.
and to FB.

**RAIDI**

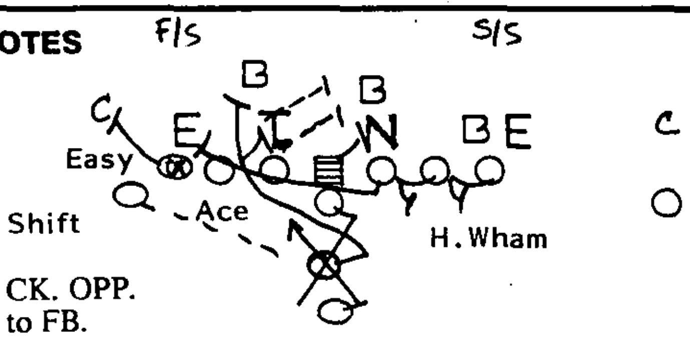



**OVER LOU**



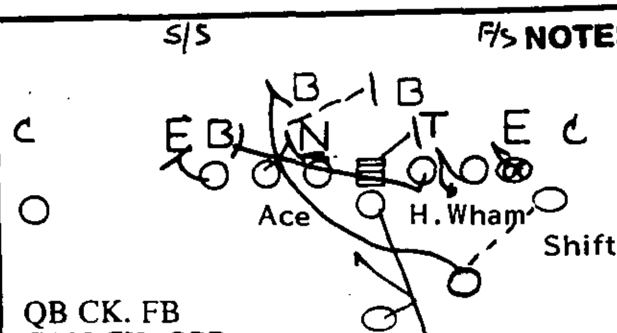

**OVER**

**NOTES**




QB CK. OPP.
and to FB.

**NOTES**




QB CK. FB
CAN CK. OPP.

**NOTES**



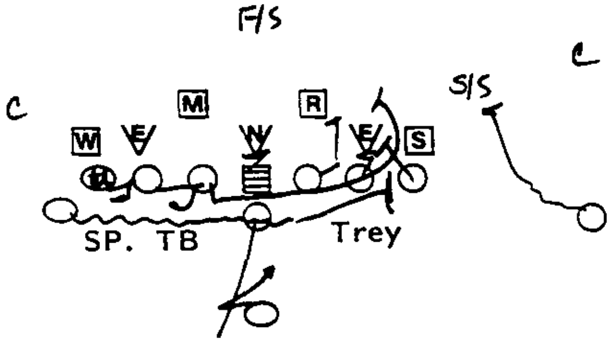
**NOTES**



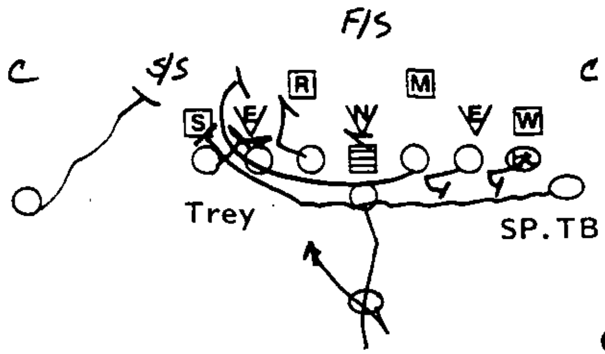
**REMARKS**

**REMARKS**

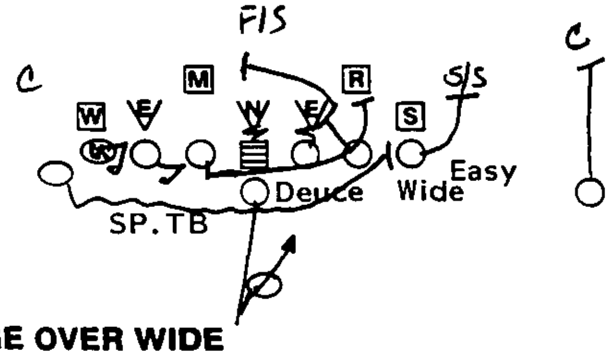
PLAY 16 B.T.O. WASHINGTON 17 B.T.O. FORMATIONS



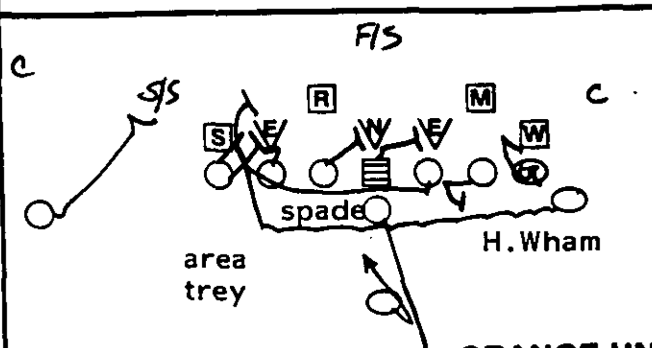

ORANGE



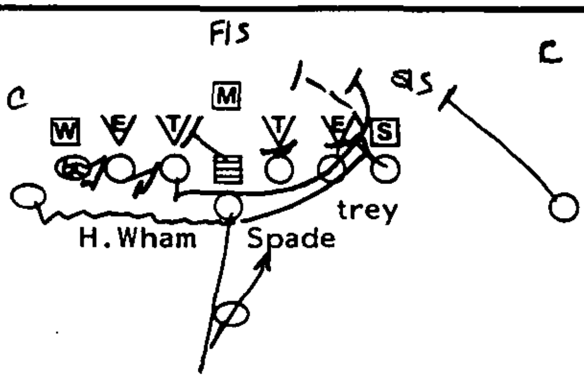

ORANGE



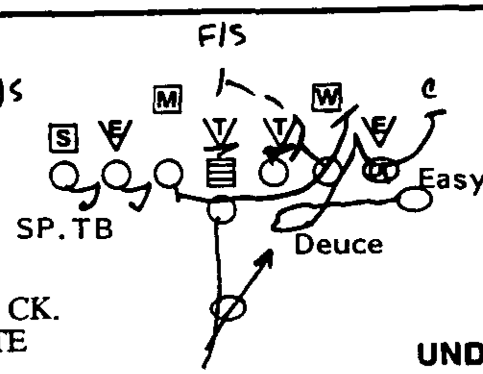

ORANGE OVER WIDE




ORANGE UNDER I

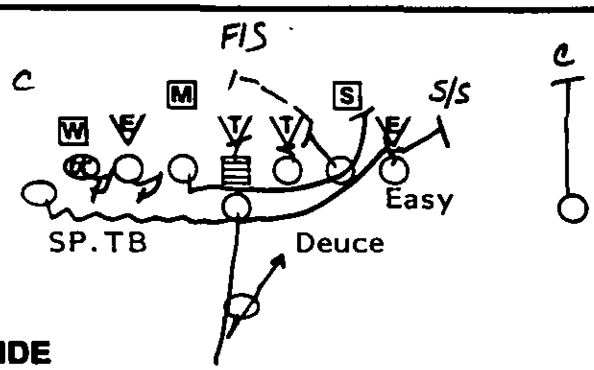



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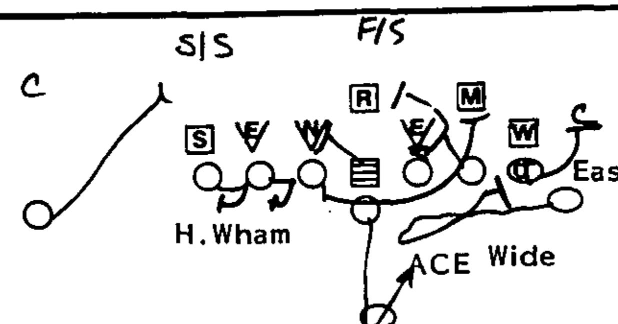



QB CAN CK.
OPPOSITE

UNDER 40

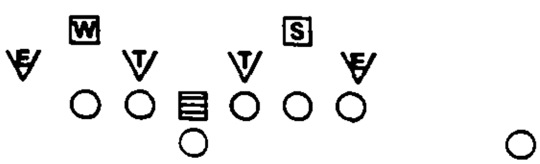


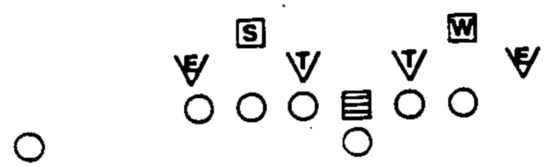

OVER WIDE




QB CAN CK.
OPPOSITE

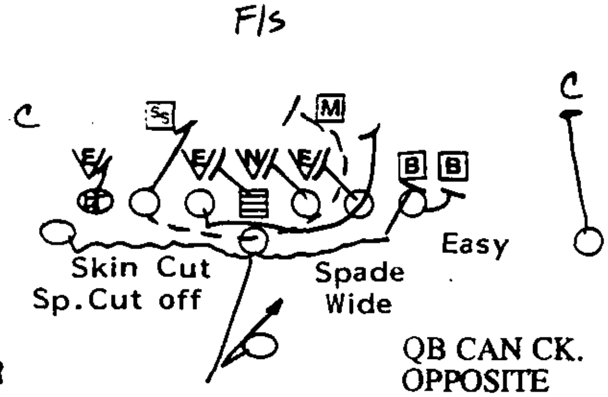
ORANGE STRON





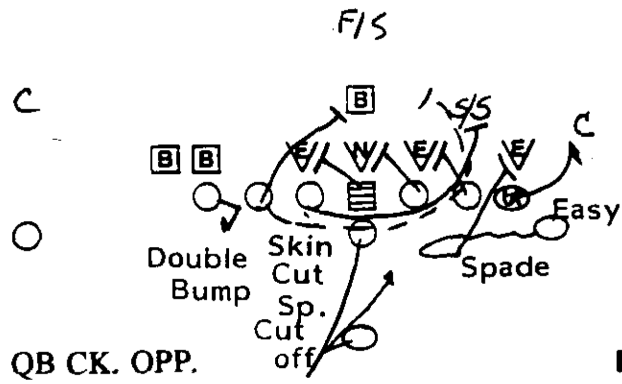
PIRATE

PIRAT



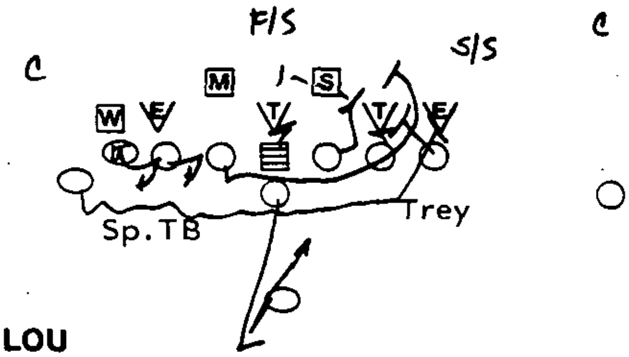

QB CAN CK. OPPOSITE

**RAIDER**

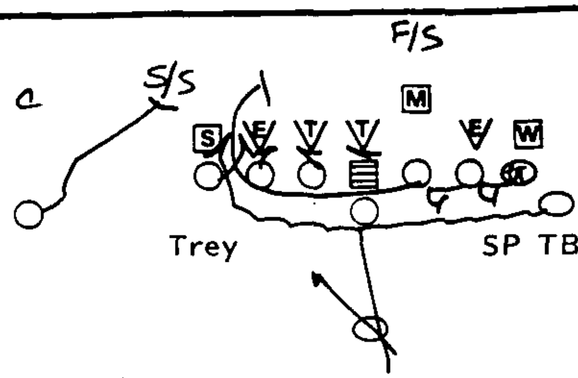



QB CK. OPP.

**RAIDE**

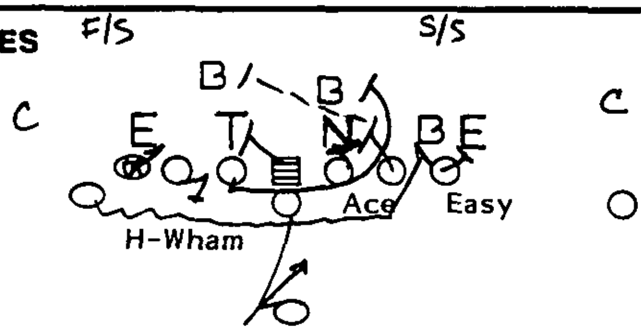



**OVER LOU**

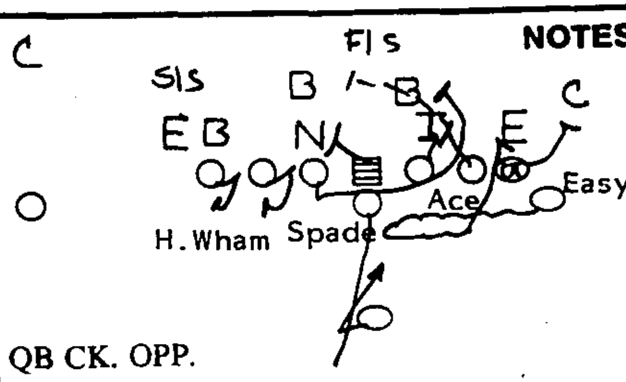



**OVER**

**NOTES**




**NOTES**




QB CK. OPP.

**NOTES**

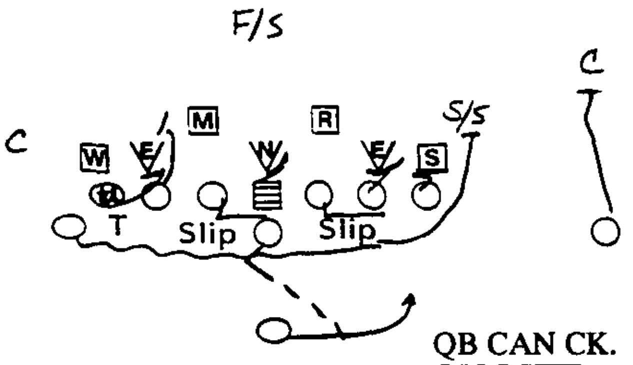
**NOTES**





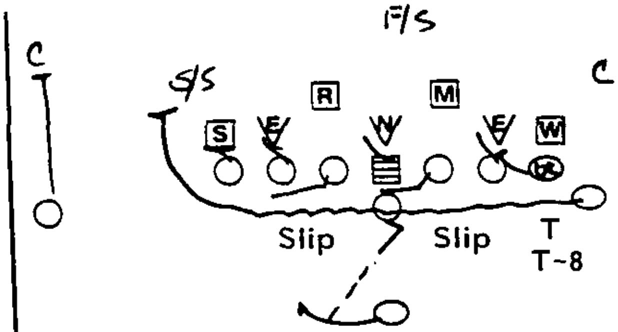
**REMARKS**

**REMARKS**

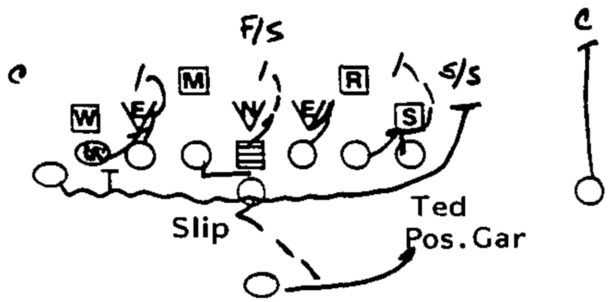



QB CAN CK.
OPPOSITE

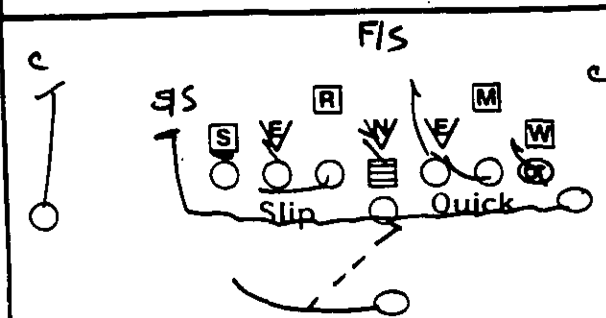
**ORANGE**



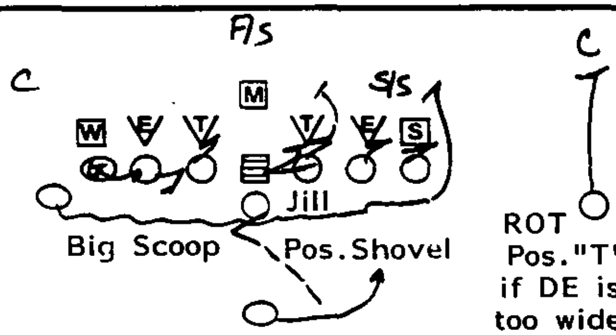

**ORANGE**



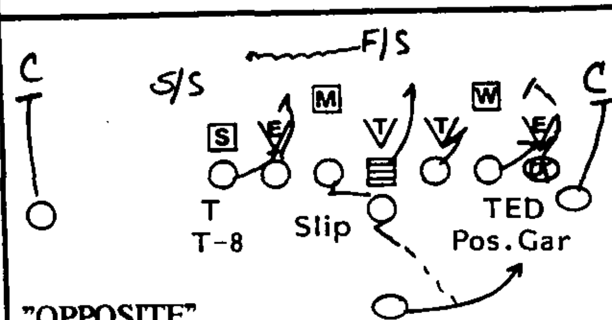

**ORANGE OVER WIDE**




**ORANGE UNDER**



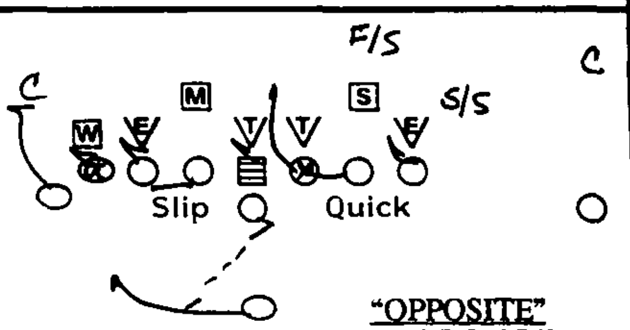

ROT
Pos."T"
if DE is
too wide.




"OPPOSITE"
BASE ON F/S
ALIGNMENT

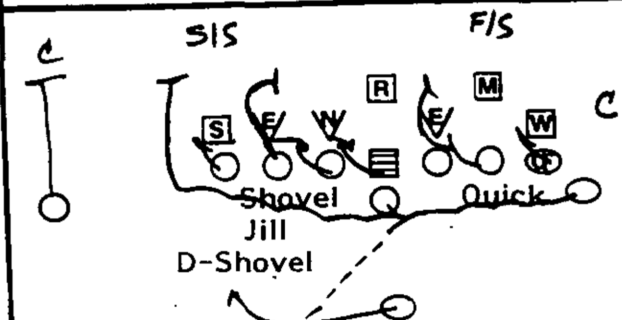
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**UNDER 4(**

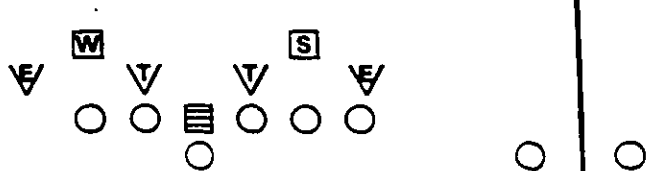



"OPPOSITE"
BASE ON F/S
ALIGNMENT

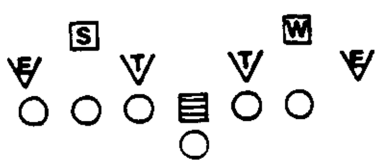
**OVER WIDE**



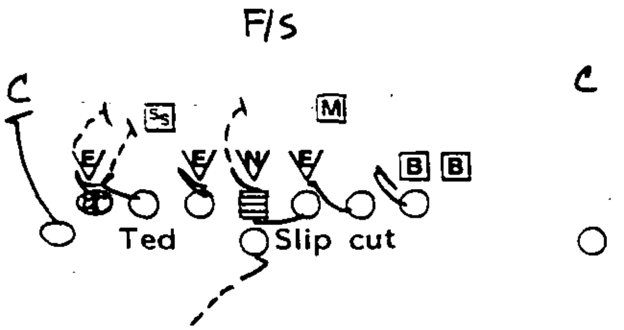

**ORANGE STRO(**




**PIRATE**

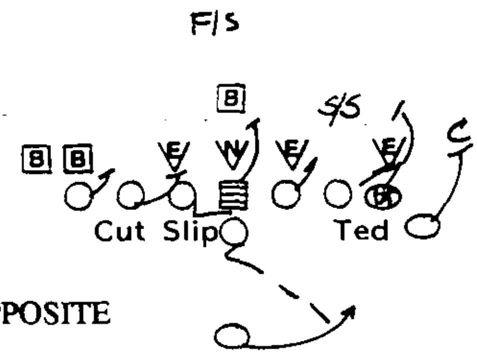



**PIR(**



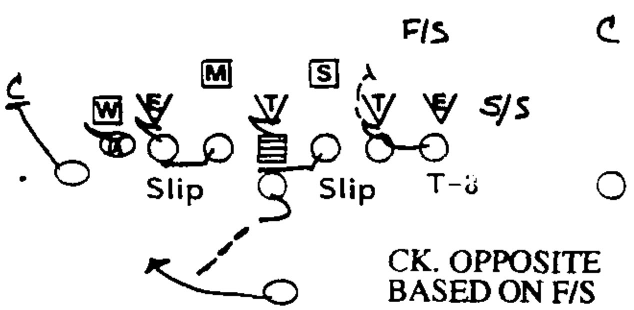

CK."OPPOSITE"

RAIDER



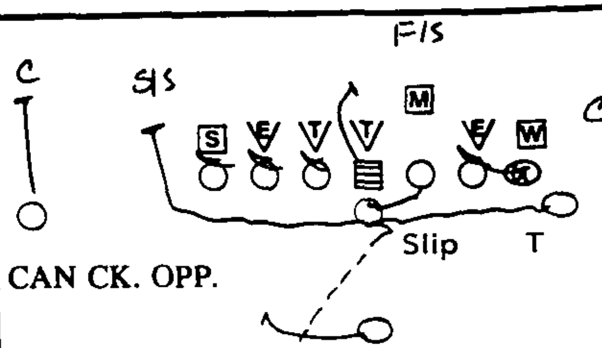

CK. OPPOSITE

RAIDER




CK. OPPOSITE
BASED ON F/S
ALIGNMENT

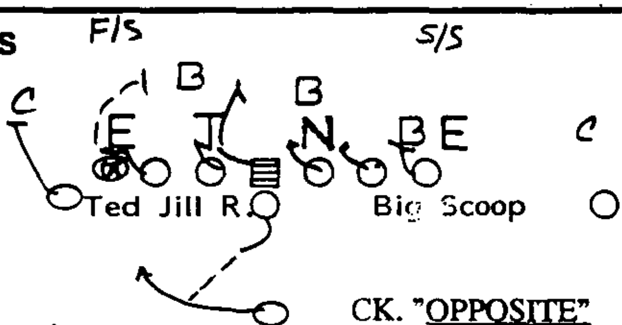
OVER LOU




CAN CK. OPP.

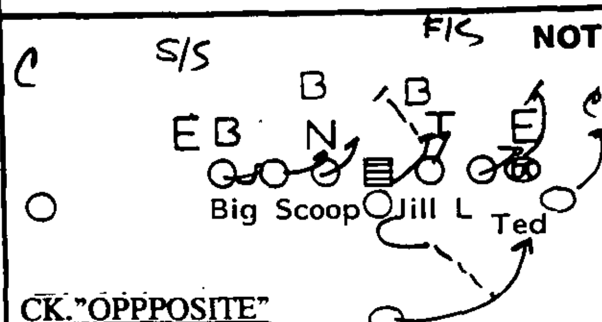
OVER

NOTES




CK. "OPPOSITE"
BASED ON 6
DEFENDERS TO RT.

NOTES




CK."OPPPOSITE"
BASED ON 6 DEF.
TO LT.

NOTES



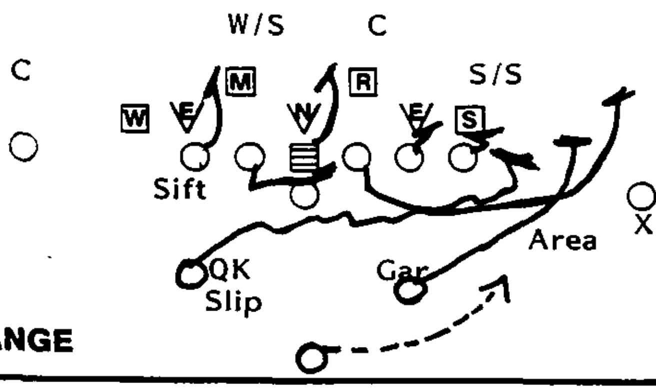
NOTES



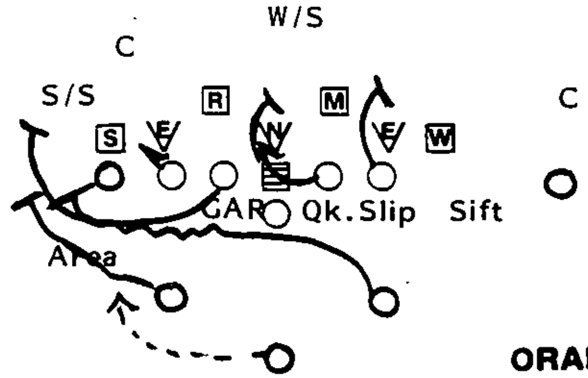
REMARKS

REMARKS

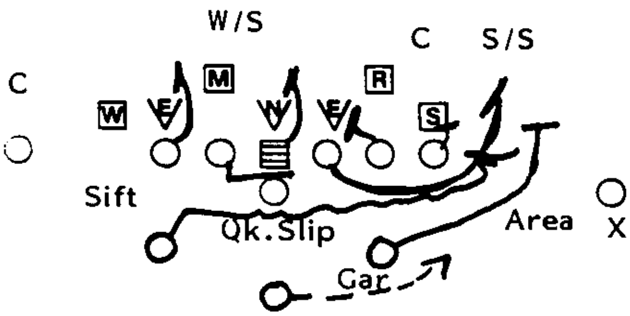
PLAY FLIP 18/19 (WASHINGTON) FORMATIONS



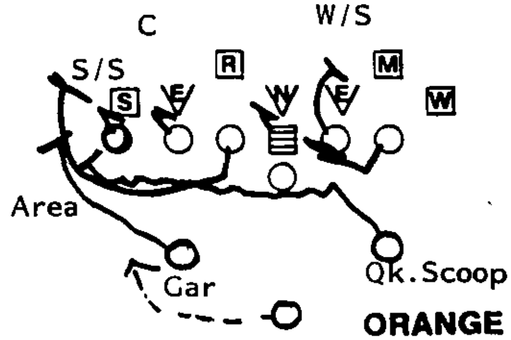

ORANGE



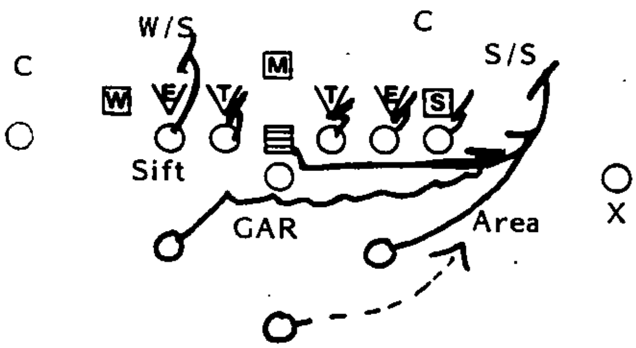

ORANGE



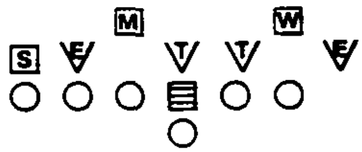

ORANGE OVER WIDE



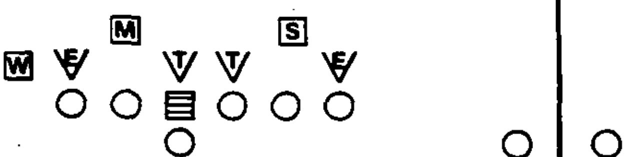

ORANGE UNDER L



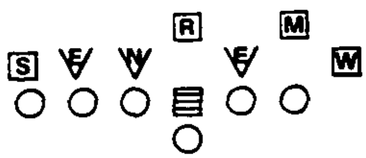

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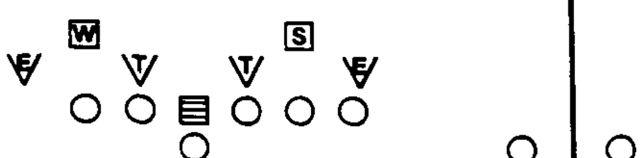
UNDER 40L



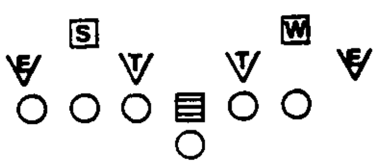
OVER WIDE



ORANGE STRONG

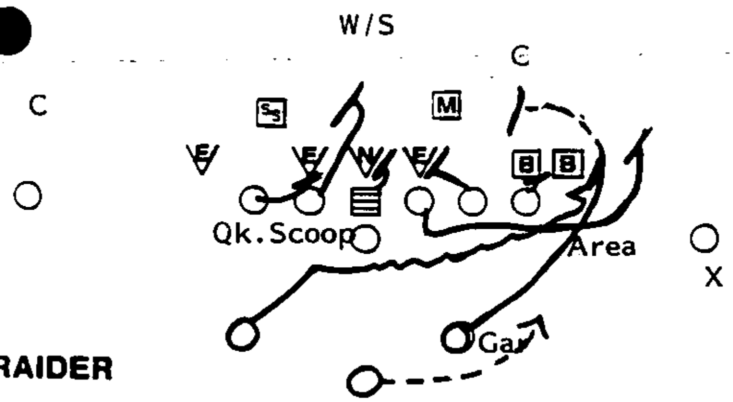


PIRATE

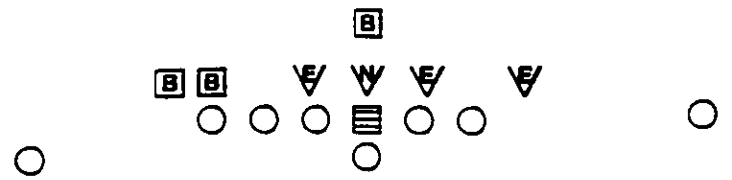


PIRATE

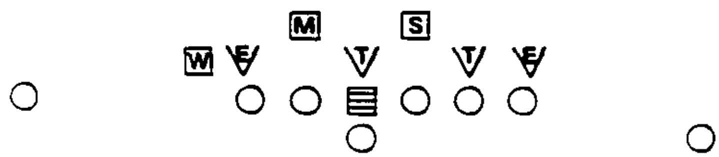
**PLAY** FLIP 18/19 (WASHINGTON) **FORMATIONS**



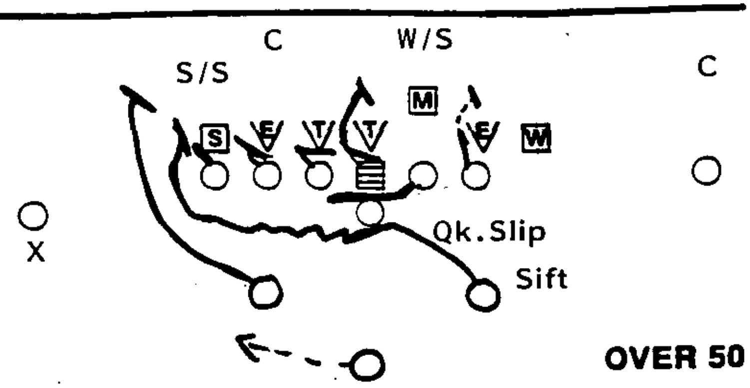

**RAIDER**



**RAIDER**

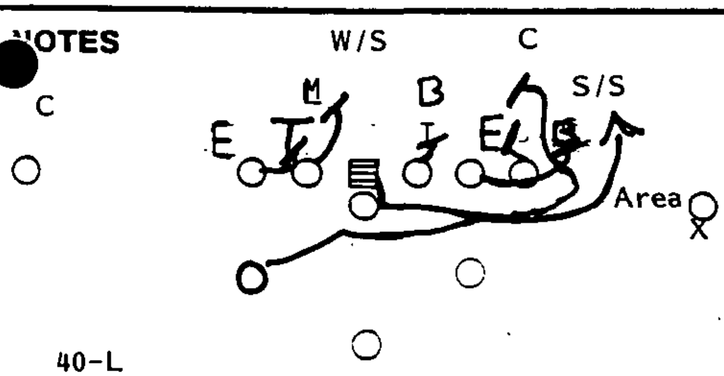


**OVER LOU**



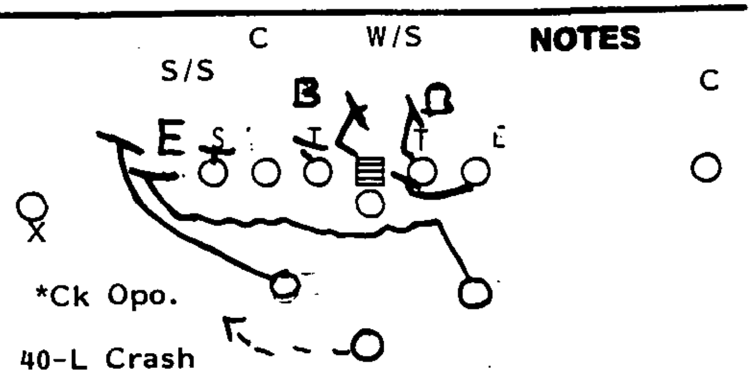

**OVER 50**

**NOTES**



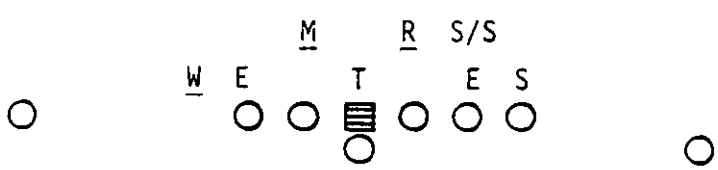

40-L

**NOTES**



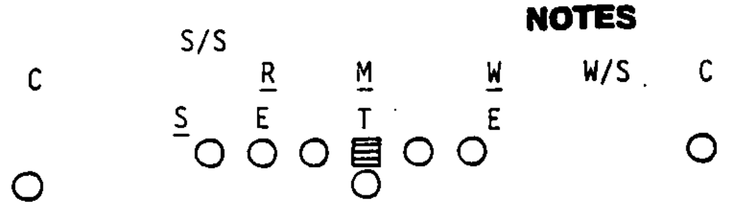

40-L Crash

**NOTES**




ORANGE "8"

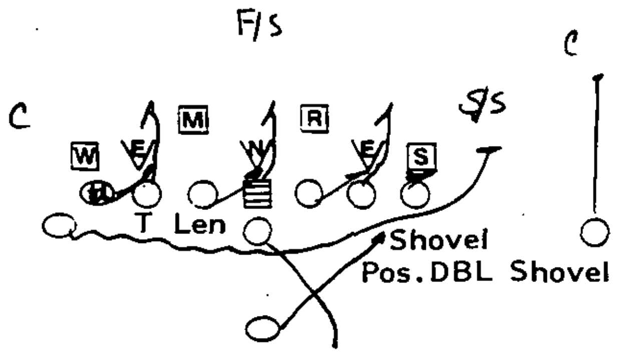
**NOTES**



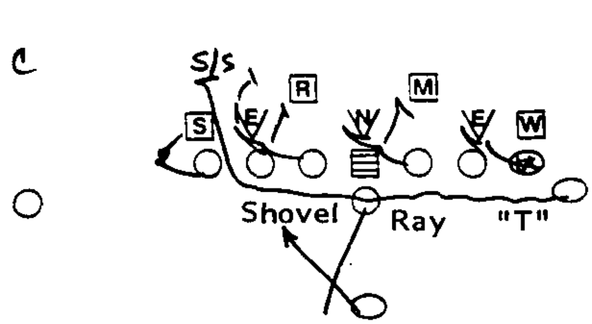

ORANGE STACK "8"

**REMARKS**

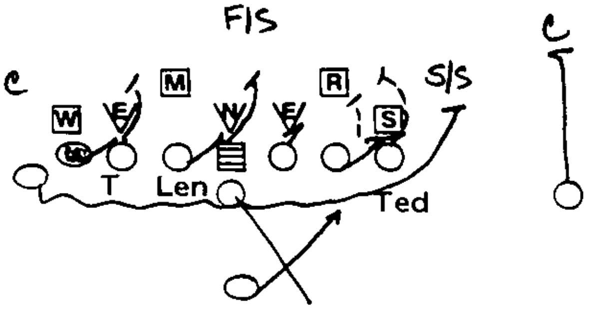
**REMARKS**



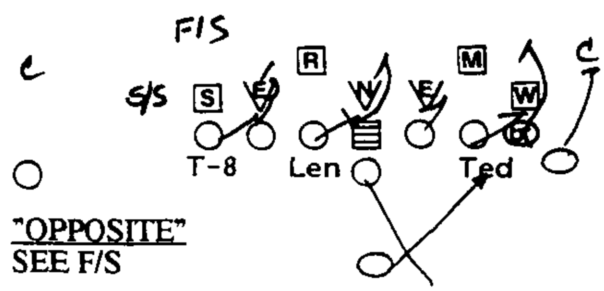

**ORANGE**



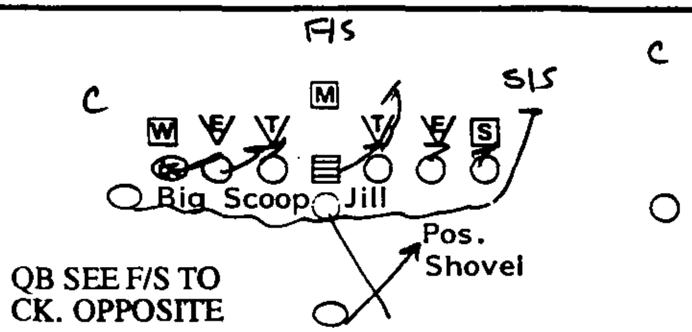

**ORANGE**



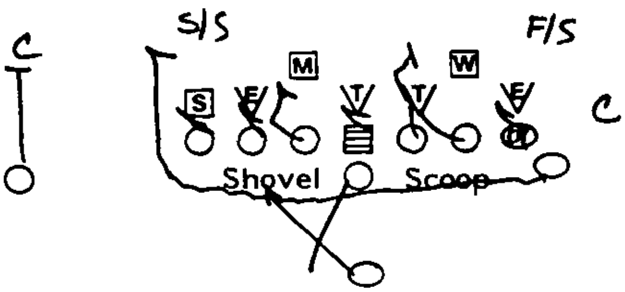

**ORANGE OVER WIDE**



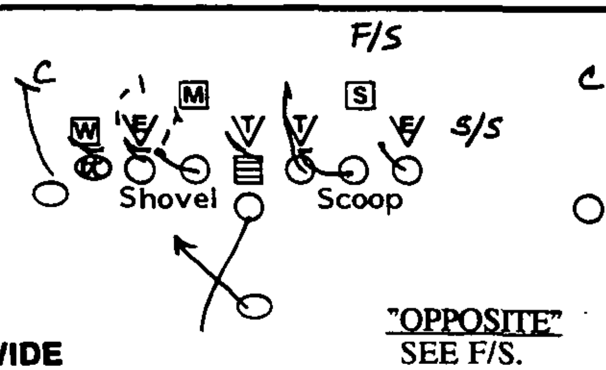

**ORANGE UNDER**



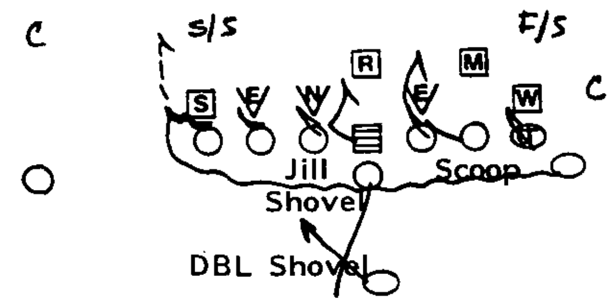

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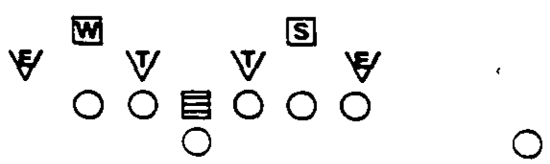

**UNDER 4**



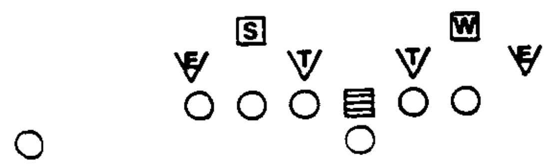

**OVER WIDE**



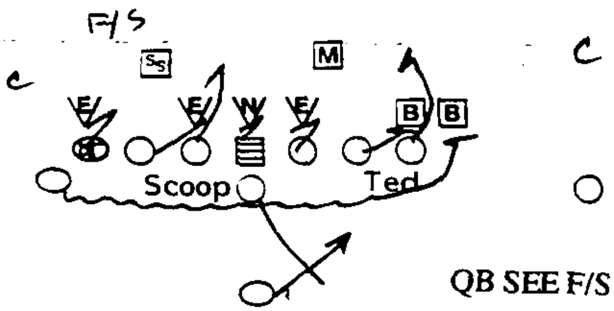

**ORANGE STRO**



**PIRATE**

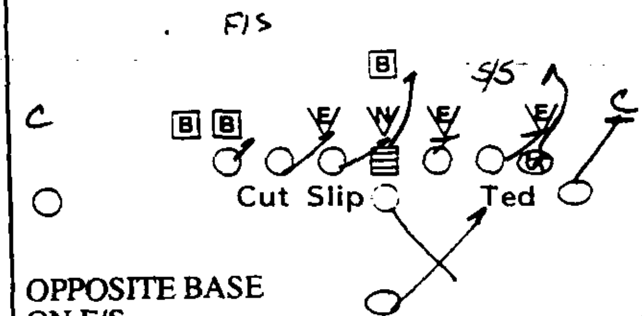


**PIR**



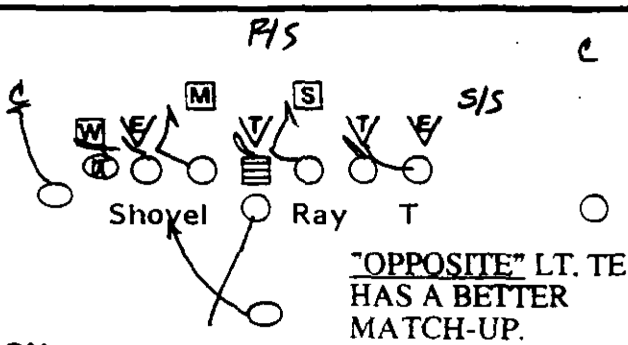

QB SEE F/S

**RAIDER**



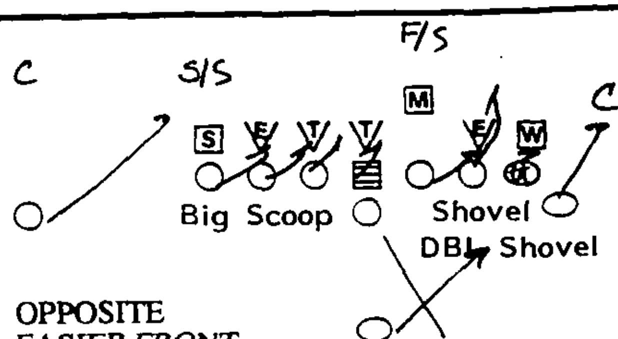

OPPOSITE BASE ON F/S

**RAID**




"OPPOSITE" LT. TE HAS A BETTER MATCH-UP.

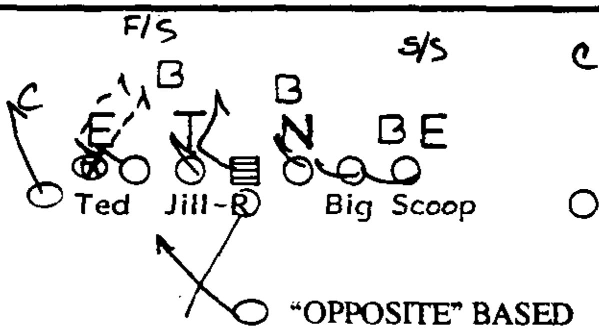
**OVER LOU**




OPPOSITE EASIER FRONT TO BLOCK

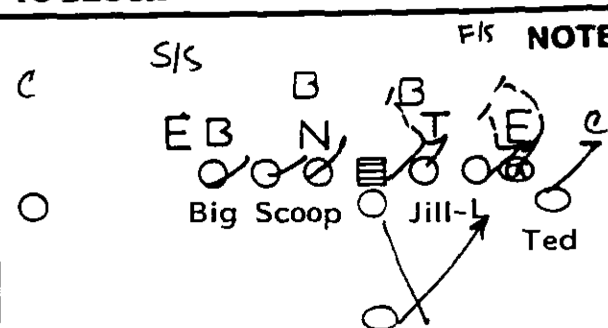
**OVEF**

**NOTES**



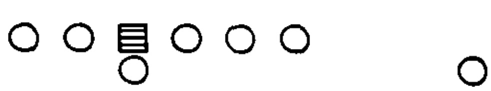

"OPPOSITE" BASED ON 6 DEFENDERS TO RT.

**NOTES**




OPPOSITE BASE ON 6 DEF. TO LT.

**NOTES**



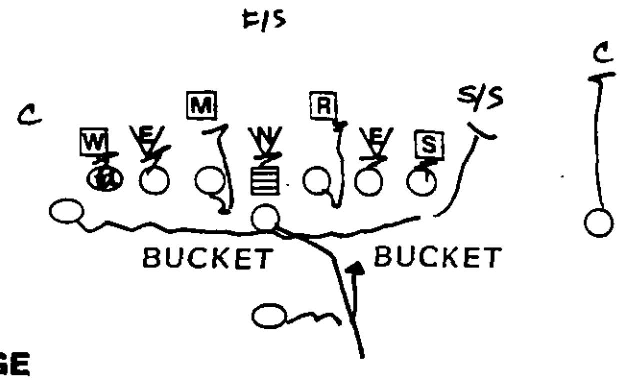
**NOTES**



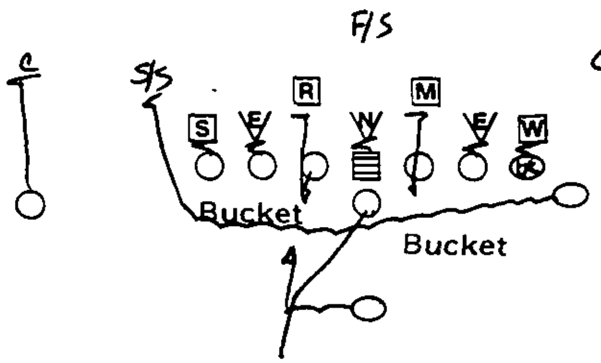
**REMARKS**

**REMARKS**

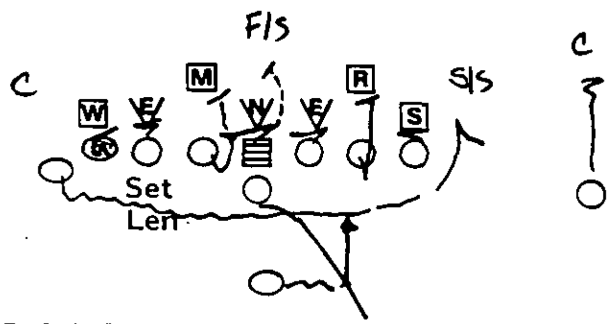
PLAY SPRINT DRAW SOLID RT. WASHINGTON SPR.DRAW SOLID LT. FORMATIONS



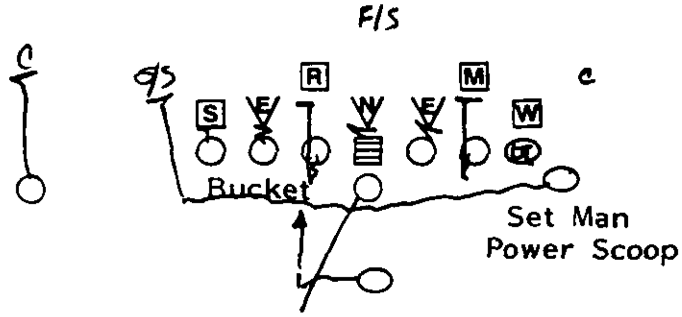

ORANGE



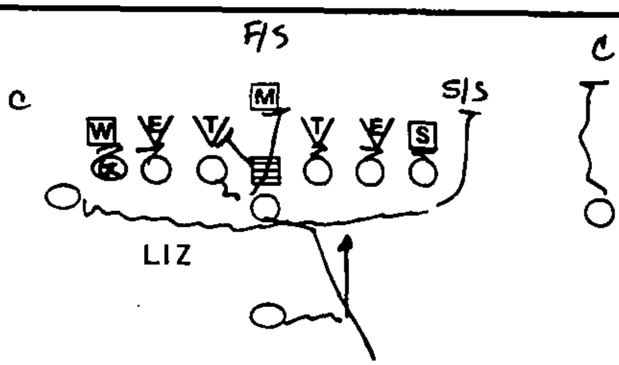

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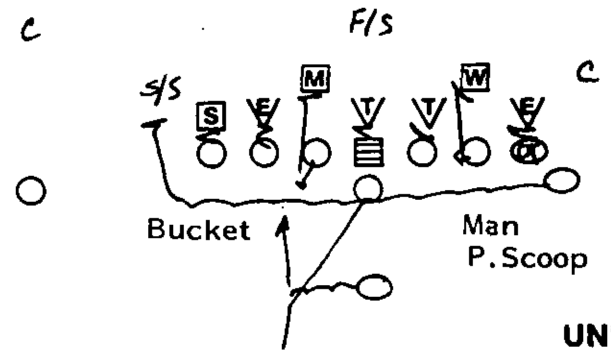

ORANGE OVER WIDE



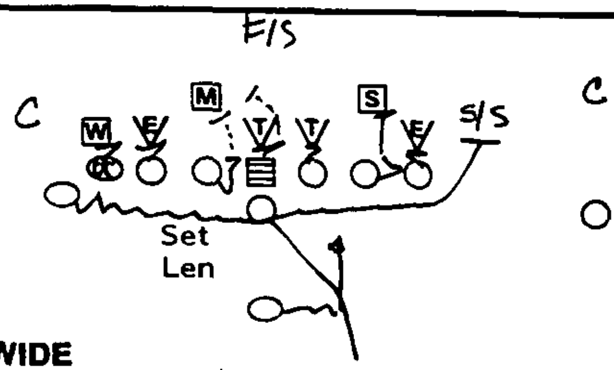

ORANGE UNDER



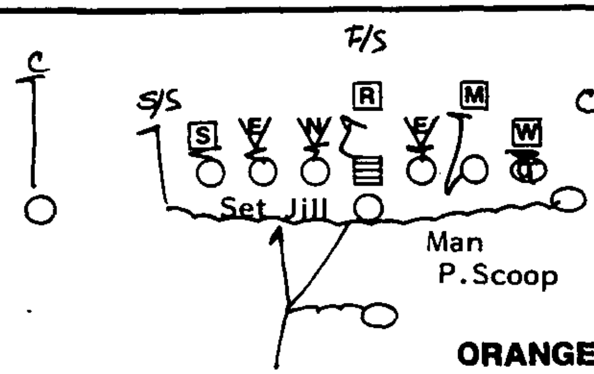

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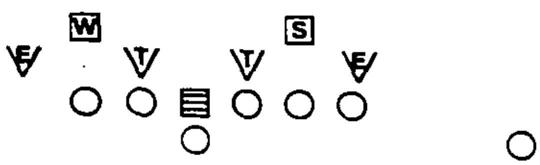

UNDER 40



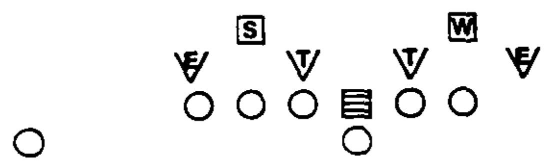

OVER WIDE




ORANGE STRON

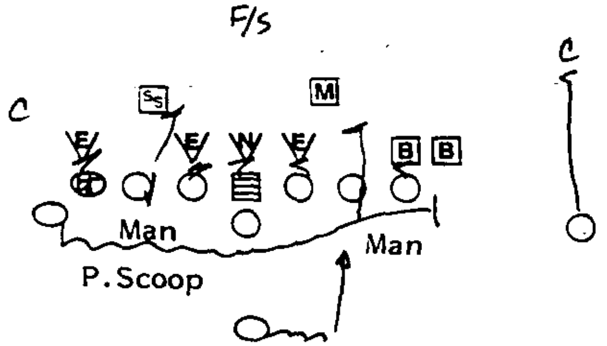


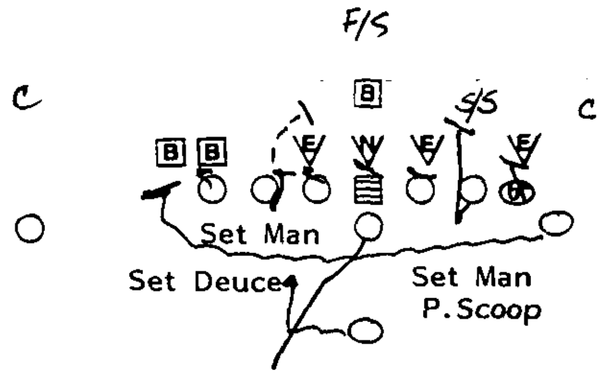
PIRATE



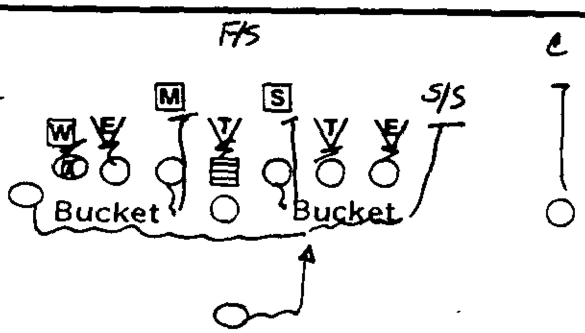
PIRA

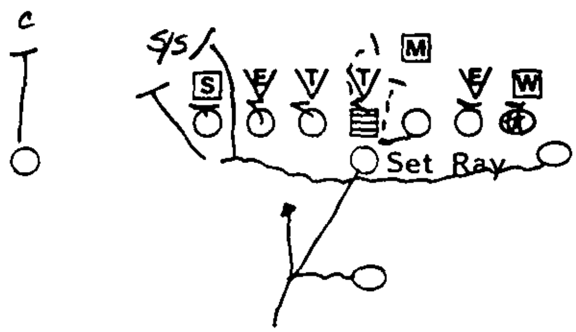
SPR.DRAW SOLID RT. WASHINGTON SPR.DRAW SOLID LT.



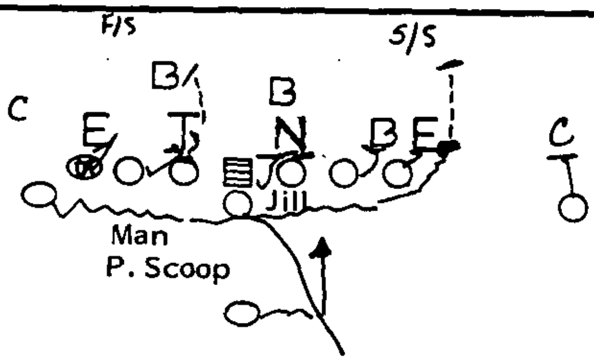

**RAIDER** **RAIDI**

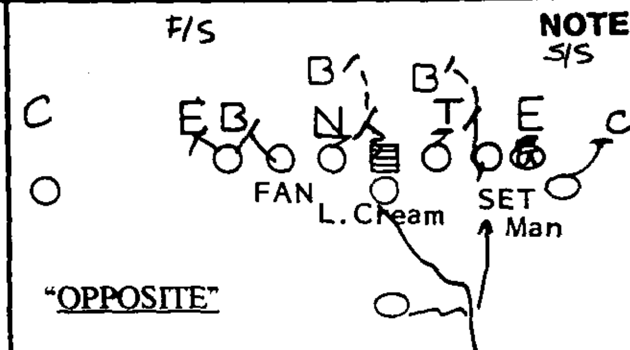



**OVER LOU** **OVER**

**NOTES**




**NOTES**

"OPPOSITE"

**NOTES** **NOTES**





**REMARKS** **REMARKS**

# CALLING OFFENSIVE SIGNALS

## A. SHIFT & MOTION PROCEDURE

**Settt Hut** – Align in formation called. We will align in a down position. QB or play call could dictate play being from the UP position. No shifting will occur on this snap count. The use of movement can be used, which will be initiated by the QB's heel prior to any verbal command. **Sett Hut** will be given when the man in motion is in the correct position.

**On 1** (one back set) – All shifts will occur after the command **Ready**. (The QB will give the heel to assimilate the same action movement.) Our shift or shifts will be called after the formation in the huddle. (Game plan may eliminate a shift call in the huddle to a specific game plan shift procedure.) After the command **Ready**, there will be a slight pause (approximately three seconds), which will allow time to initiate shift or shifts. This will be followed by the cadence.

## B. SILENT COUNT

Cadence used to control crowd noise – primarily used in gun formation. QB instructs team in huddle of silent count on 1 or 2. After team is aligned at L.O.S., QB gives center. . .

a. verbal command,

b. tap on butt,

c. heel movement.

Center then pauses and gives command to Offensive Linement of **Set**, waits for time span of *one-thousand-one, one-thousand-two* and snaps ball to QB. Each person must make a private count to coincide with center.

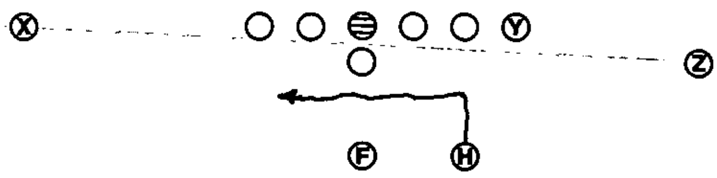
# "SHIFT & MOTION" TERMINOLOGY

| | H BACK | Z | X | Y |
|---|---|---|---|---|
| **MOTION** | OP<br>OPO<br>DAM<br>MAD<br>DIVIDE<br>MOTION<br>SAD<br>SAM<br>TIDE IN | <br>(Z) OPO<br>(Z) DAM<br>(Z) MAD<br>(Z) DIVIDE<br>(Z) MOTION<br>(Z) SAD<br>(Z) SAM | <br>(X) OPO<br>(X) DAM<br>(X) MAD<br>(X) DIVIDE<br>(X) MOTION<br>(X) SAD<br>(X) SAM | (Y) OP<br>(Y) OPO<br>(Y) DAM<br>(Y) MAD<br>(Y) DIVIDE<br>(Y) MOTION<br>(Y) SAD<br>(Y) SAM |
| **SHIFT** | HOPO | ZOPO | SOPO | YOPO |
| **SWITCH POSITIONS** | CHANGE | FLOP | FLOP | WEST |

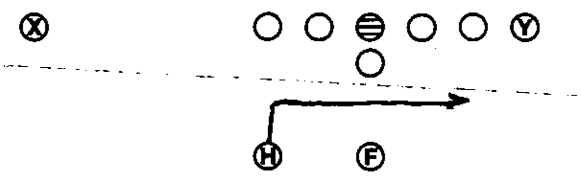
NOTE: When no position name (such as X, Y, Z or F [Fullback]) is used before the movement term, it is understood that it refers to the HB

# FORMATIONS: MOVEMENT TERMINOLOGY

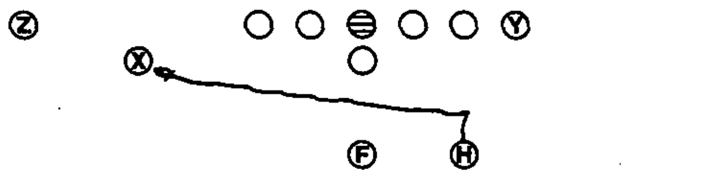
### NEAR RIGHT – DIVIDE



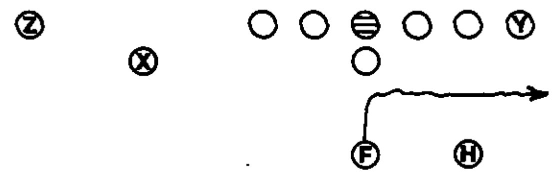
### FAR RIGHT – MOTION



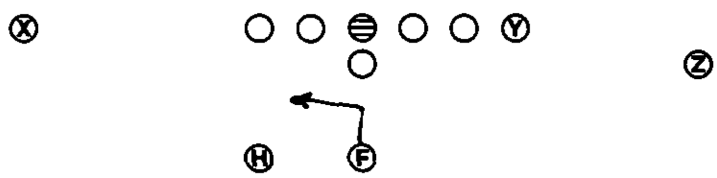
### NEAR RIGHT EAST – DIVIDE



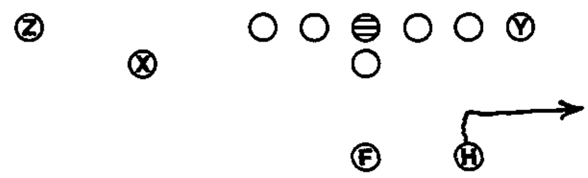
### NEAR RIGHT EAST – FB MOTION



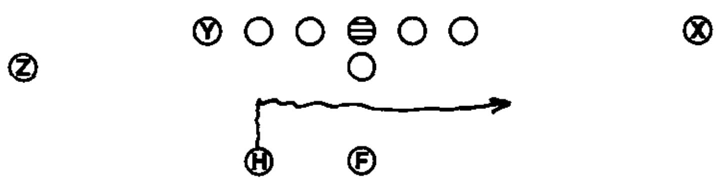
### FAR RIGHT – FB DIVIDE



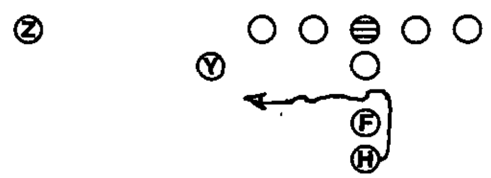
### NEAR RIGHT EAST – MOTION



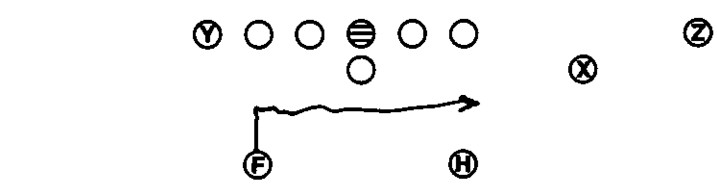
### NEAR LEFT – DIVIDE



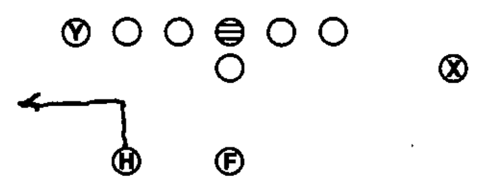
### I LEFT SLOT – MOTION



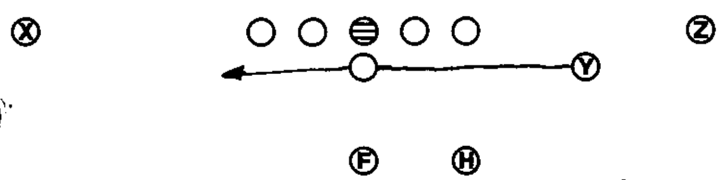
### FULL LEFT EAST – FB DIVIDE



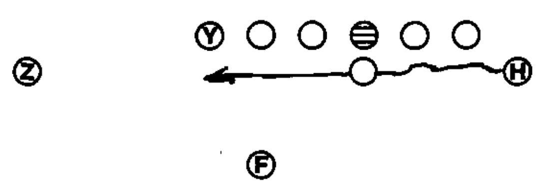
### NEAR LEFT EAST – MOTION



### NEAR RIGHT – Y DIVIDE

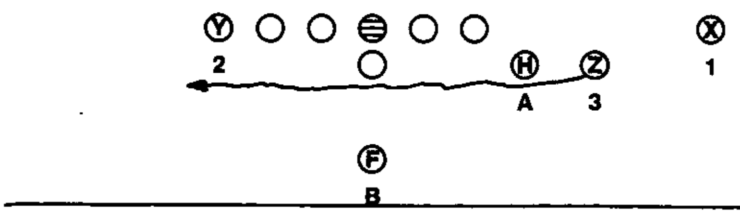


### TRIPS LEFT – OPO

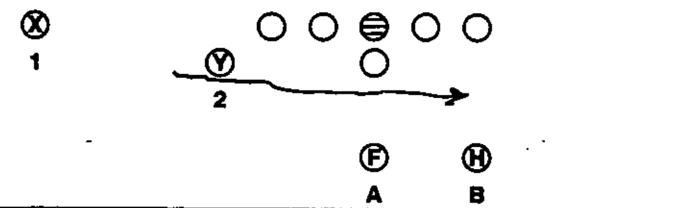


# FORMATIONS: MOVEMENT TERMINOLOGY

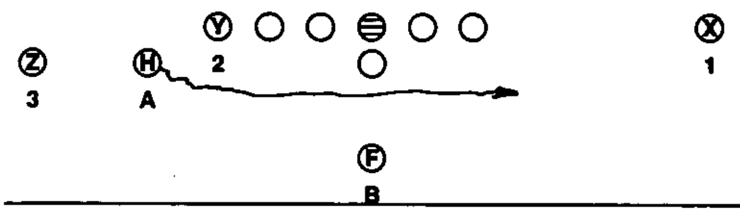
## WING LEFT – Z OPPOSITE (ZOPO)



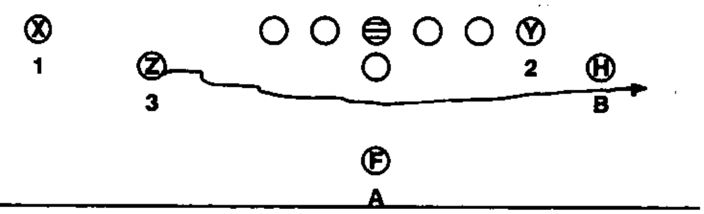
## NEAR RIGHT – Y OPPOSITE (YOPO)



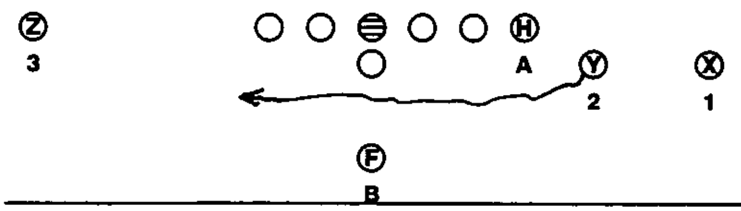
## WING LEFT – OPPOSITE (HOPO)



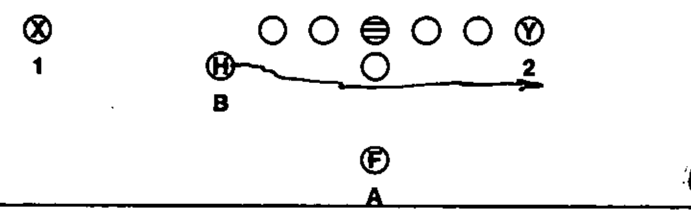
## TRIPS RIGHT – Z OPPOSITE (ZOPO)



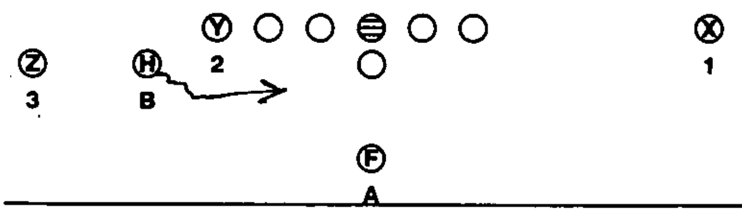
## WING LEFT – Y OPPOSITE (YOPO)



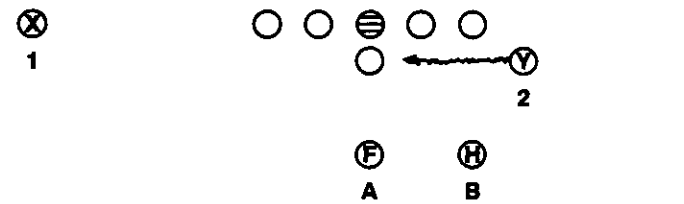
## TRIPS RIGHT – OPPOSITE (HOPO)



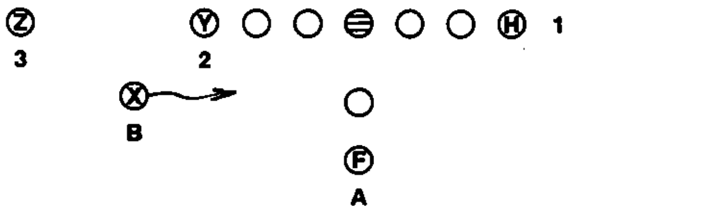
## WING LEFT – OP



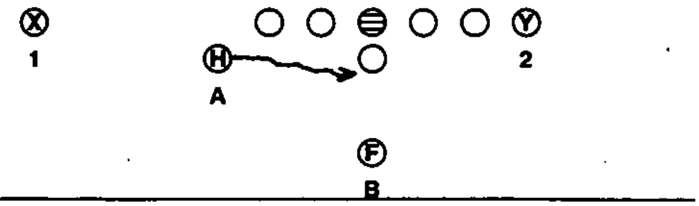
## NEAR RIGHT – Y SAD



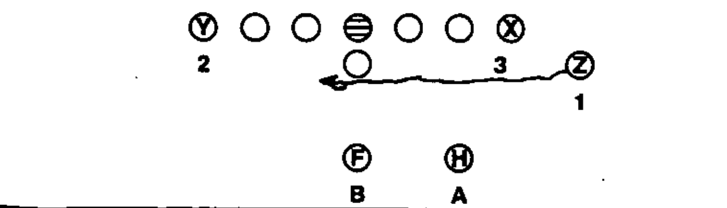
## WING LEFT – X OP
DOT PERSONNEL



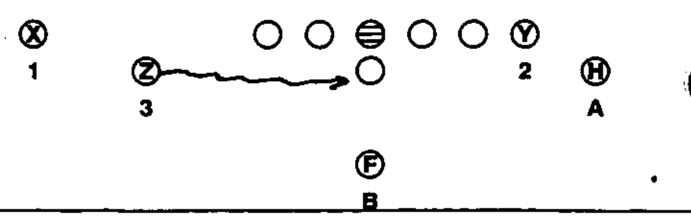
## TRIPS RIGHT – OP
DOT PERSONNEL



## FAR LEFT – Z·OP
TITE PERSONNEL

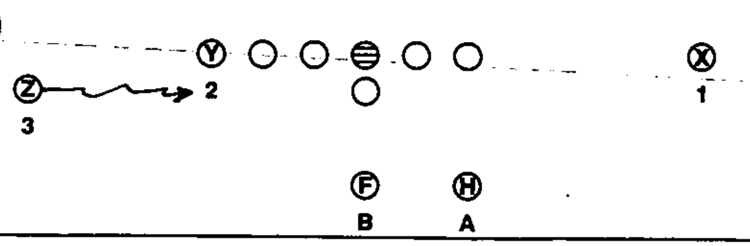


## TRIPS RIGHT – Z·OP

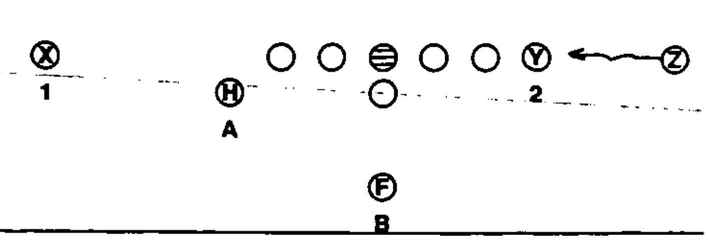


# FORMATIONS: MOVEMENT TERMINOLOGY

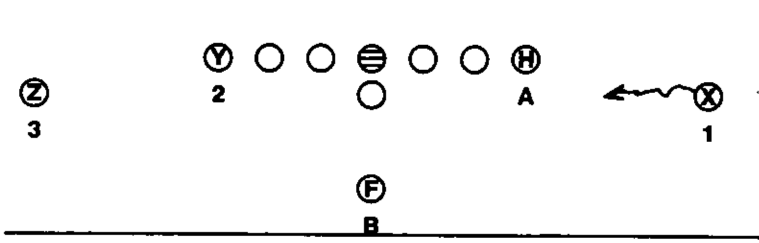
## FAR LEFT — Z SAD



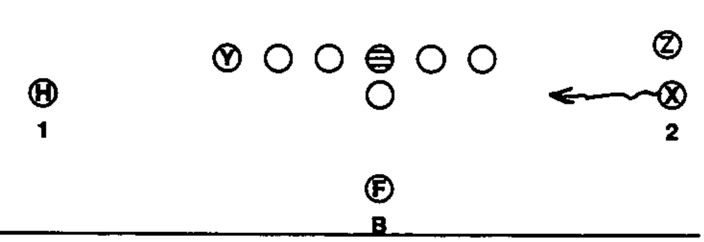

## WING RIGHT — Z SAD



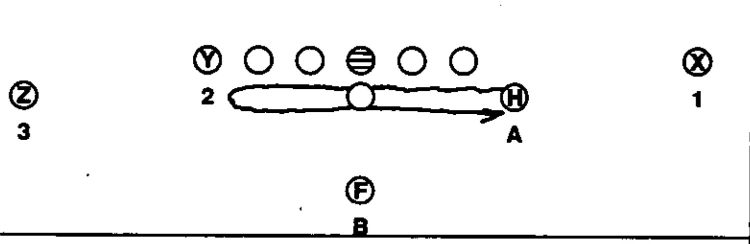

## WING LEFT — X SAM



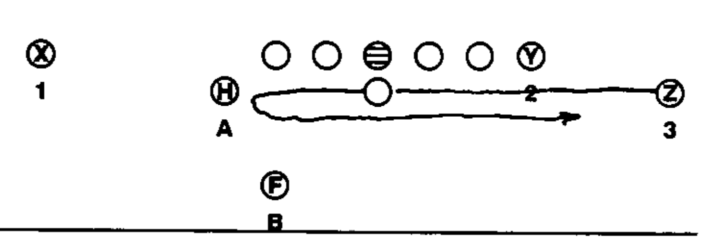

## TRIO LEFT EAST — X SAM



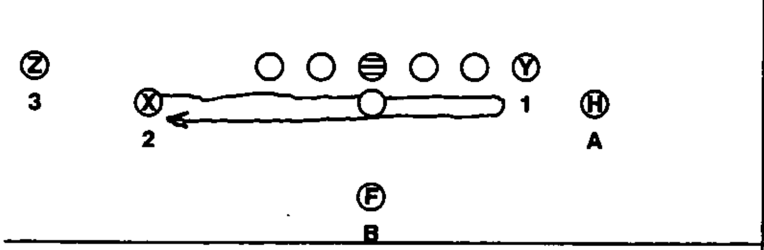

## WING LEFT — MAD



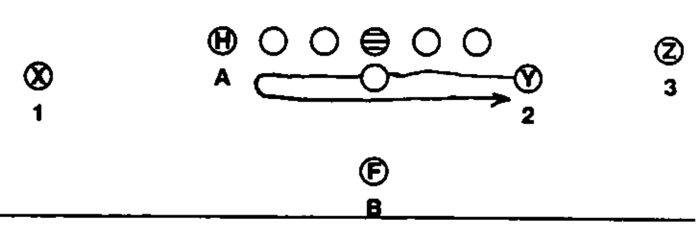

## WING RIGHT — Z DAM



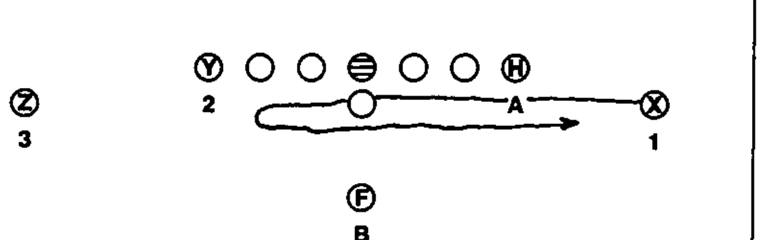

## TRIPS RIGHT EAST — X MAD



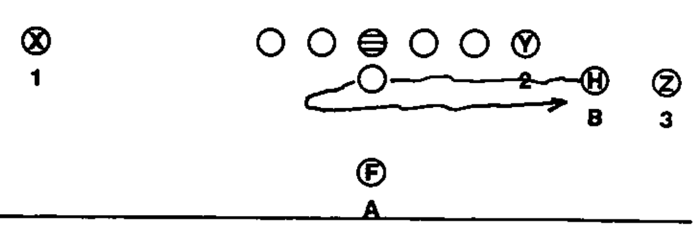

## WING RIGHT — Y DAM
DOT PERSONNEL



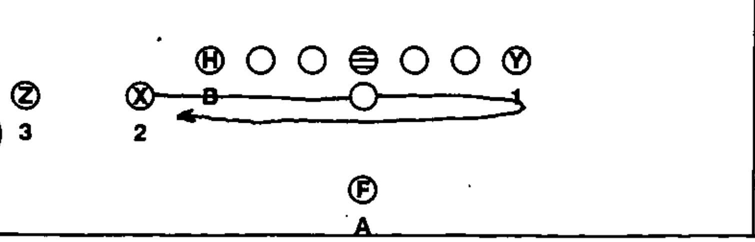

## WING LEFT — X MAD



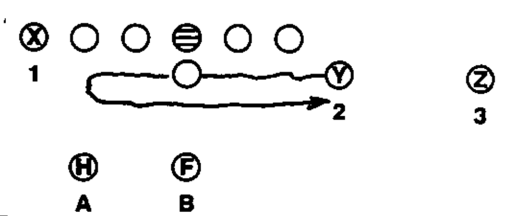

## TRIPS RIGHT — DAM
DOT PERSONNEL




## WING RIGHT EAST — X MAD

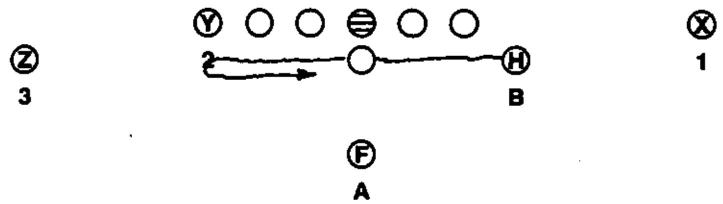



## FAR RIGHT — Y DAM
TITE PERSONNEL

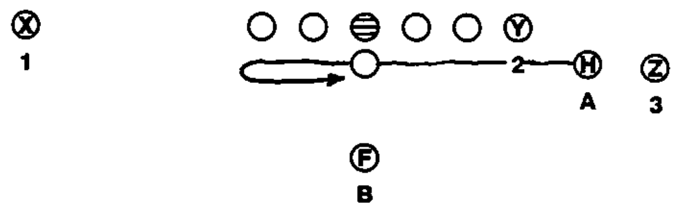


# FORMATIONS: MOVEMENT TERMINOLOGY

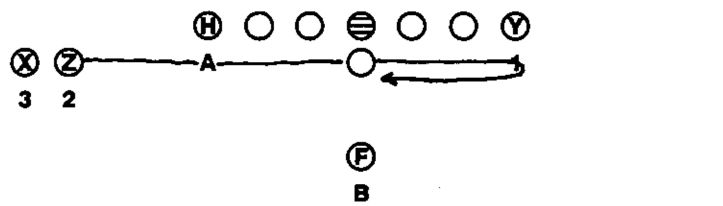
### WING LEFT — MAD



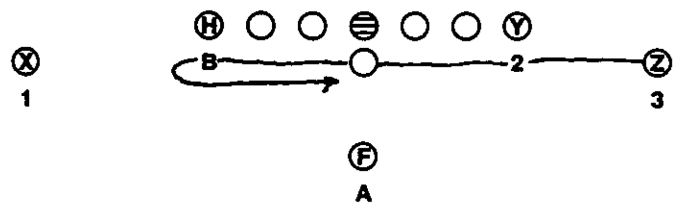

### TRIPS RIGHT — DAM



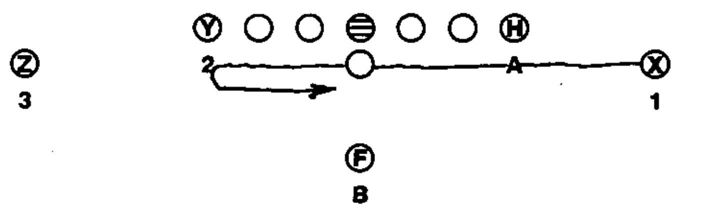

### WING RIGHT EAST — Z MAD
**DOT PERSONNEL**



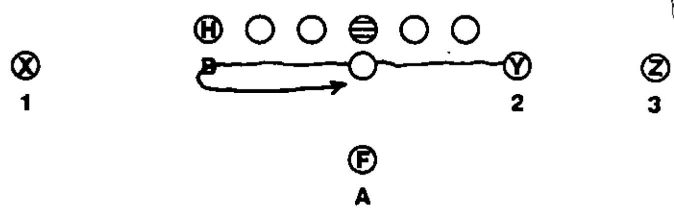

### WING RIGHT — Z DAM
**DOT PERSONNEL**



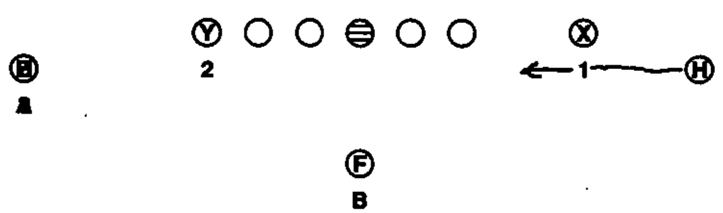

### WING LEFT — X MAD
**DOT PERSONNEL**



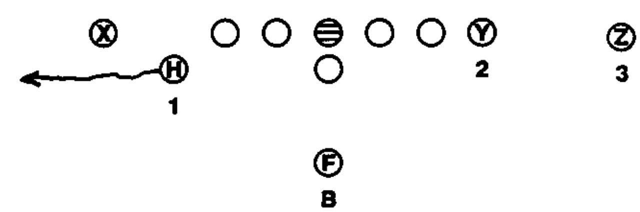

### WING RIGHT — Y DAM
**DOT PERSONNEL**



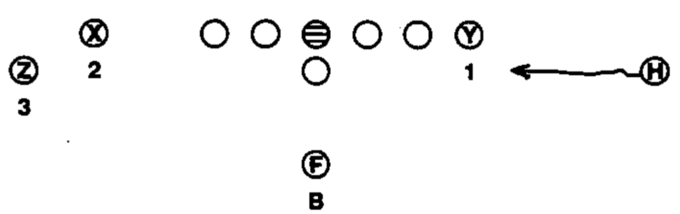

### WING LEFT NASTY — TIDE IN



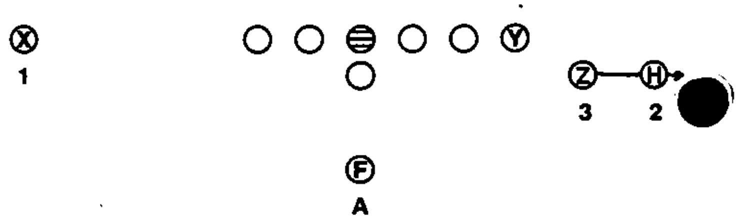

### DEE RIGHT




### TRIPS RIGHT EAST — TIDE IN




### TRIO RIGHT



# THE LOS ANGELES RAIDERS

## DEFENSIVE NOMENCLATURE

**I. BASIC DEFENSES**

ORANGE
- ORANGE
- ~~ORANGE OVER WIDE~~
- ORANGE WIDE
- ORANGE UNDER L
- ORANGE REDUCE
- ORANGE RAIDER
- ~~ORANGE NOSE STRONG~~
- ~~ORANGE NOSE WEAK~~
- ORANGE GAP STRONG
- ORANGE GAP WEAK
- ORANGE STRONG
- ORANGE WEAK
- ORANGE STRONG HEAVY
- ORANGE RAIDER (1 BACK SET)

EVEN
- 30
- 30L
- 30 WIDE
- 30L WIDE
- OVER 50
- OVER 50 WIDE
- OVER LOU
- OVER 50 STACK
- 40L
- UNDER 40L
- UNDER G
- OVER REDUCE
- UNDER REDUCE
- RAIDER OVER
- RAIDER (UNDER)



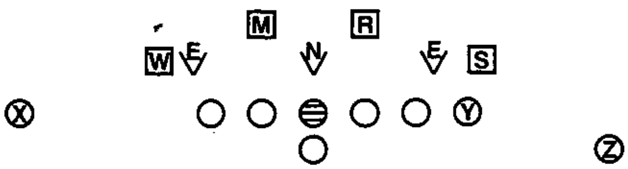
OVER REDUCE
UNDER REDUCE
RAIDER OVER
RAIDER UNDER

ORANGE
- ORANGE
- ORANGE WIDE
- ORANGE REDUCE
- ORANGE RAIDER (1 BACK)
- ORANGE RAIDER (2 BACK)

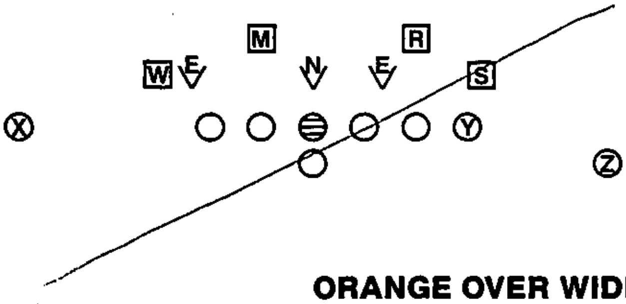
EVEN
- 30
- 30 L
- 30 WIDE
- ~~[illegible]~~

OVER
- OVER 50
- OVER 50 WIDE
- OVER LOU (SLANT)
- ~~[illegible]~~

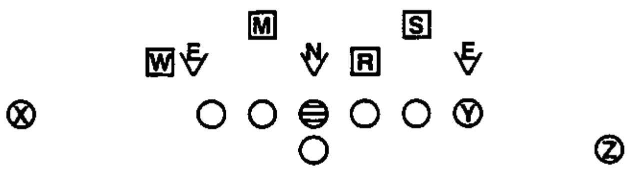
# BASIC DEFENSES – Orange



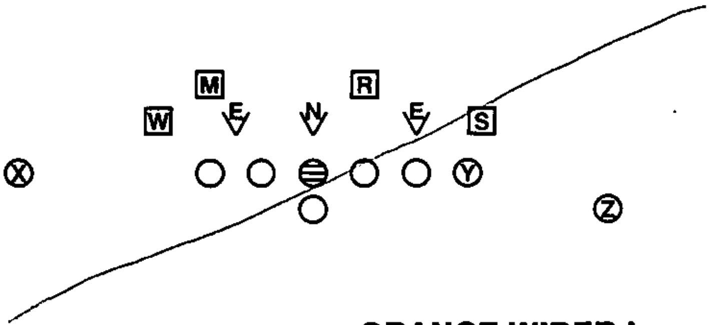

**ORANGE**



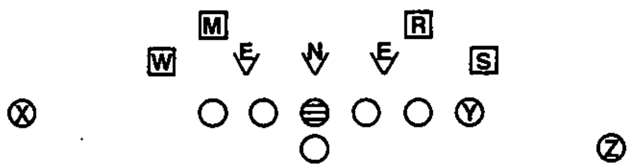

**ORANGE OVER WIDE**



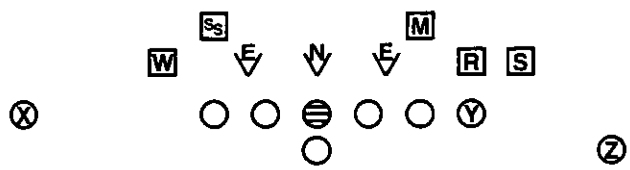

**ORANGE WIDE**



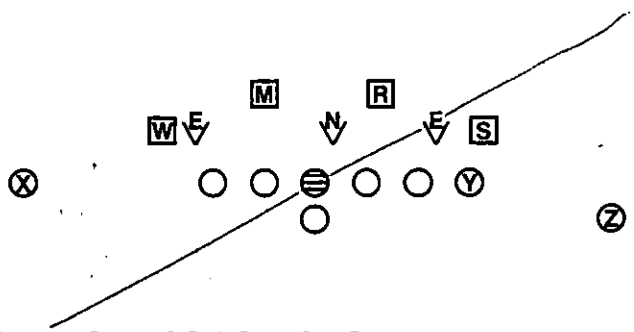

**ORANGE WIDER L**



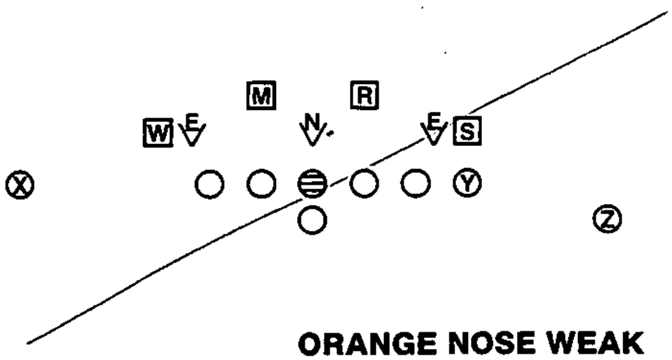

**ORANGE REDUCE**




**ORANGE RAIDER**




**ORANGE NOSE STRONG**

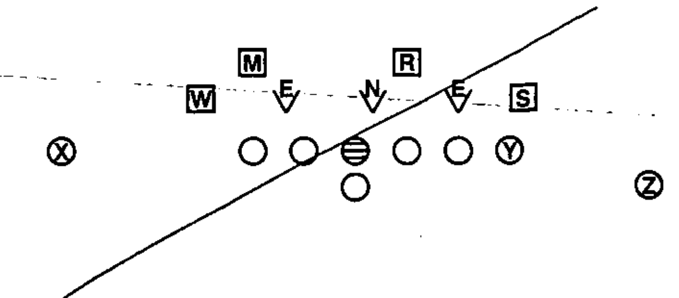



**ORANGE NOSE WEAK**

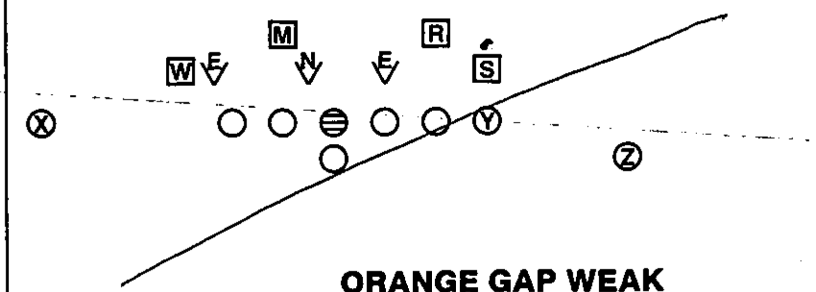




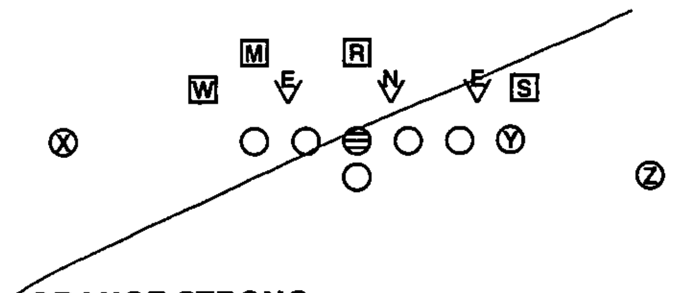

## BASIC DEFENSES — Orange



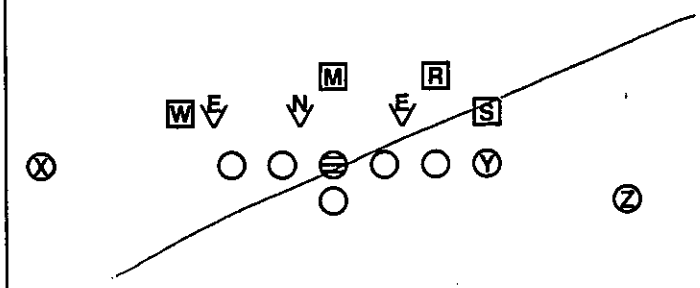

ORANGE GAP STRONG



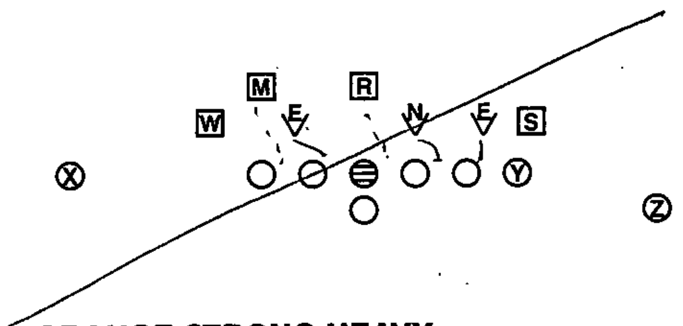

ORANGE GAP WEAK



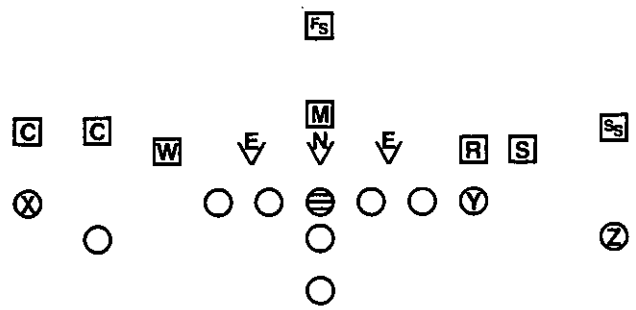

ORANGE STRONG



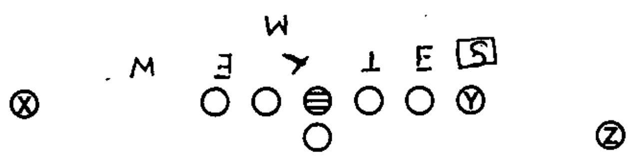

ORANGE WEAK

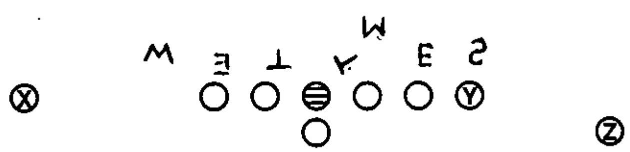



ORANGE STRONG HEAVY




(1-Back Set) ORANGE RAIDER

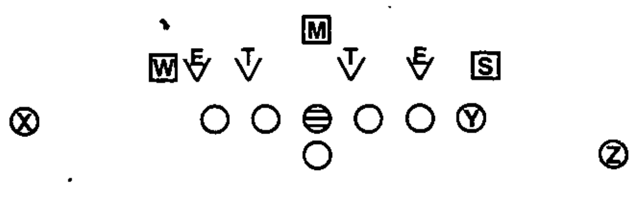




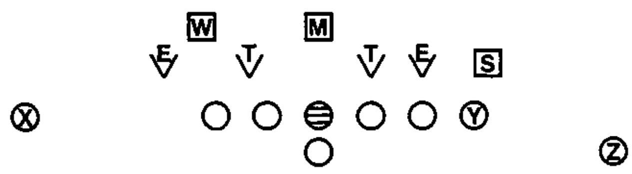
31



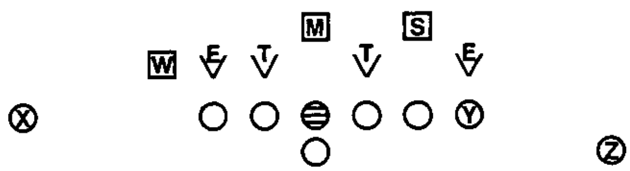




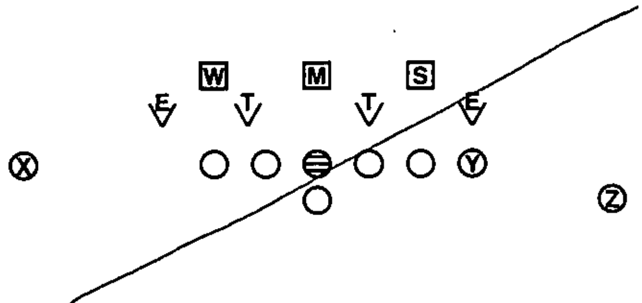

30



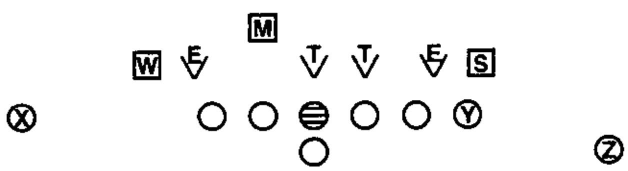

30L



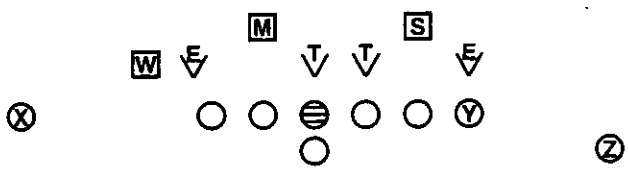

30 WIDE



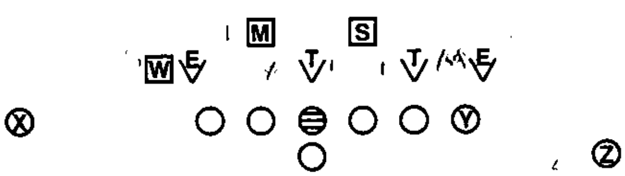

30L WIDE



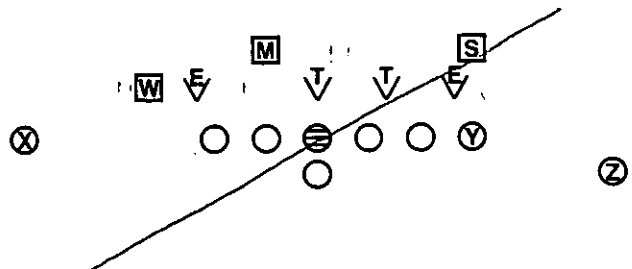

OVER 50




OVER 50 WIDE




OVER LOU



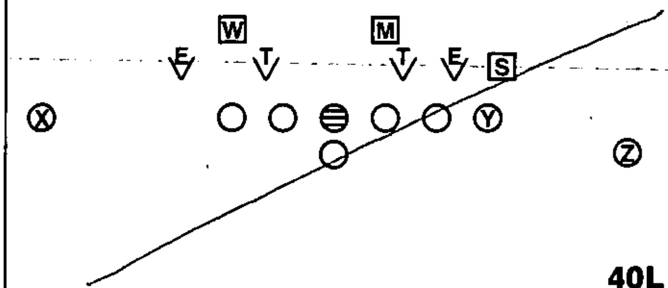

OVER 50 STACK



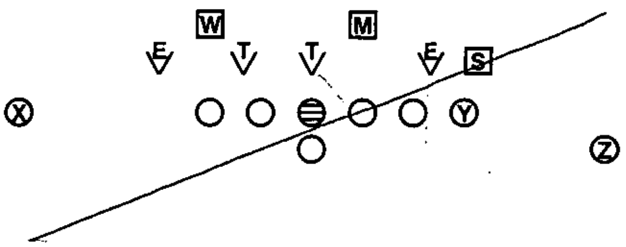



# BASIC DEFENSES – Even

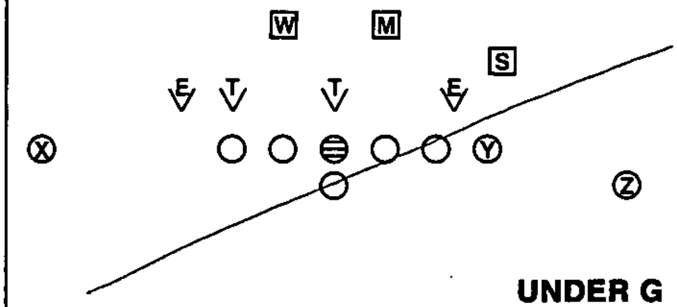


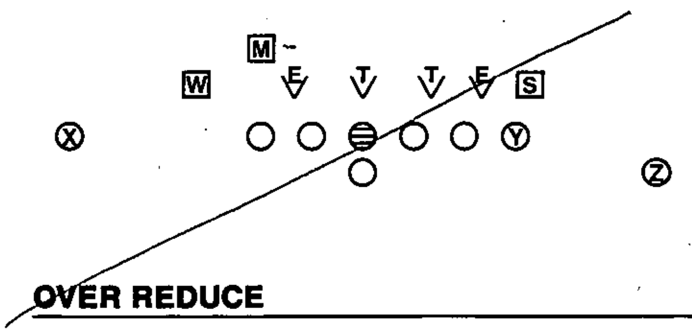

40L



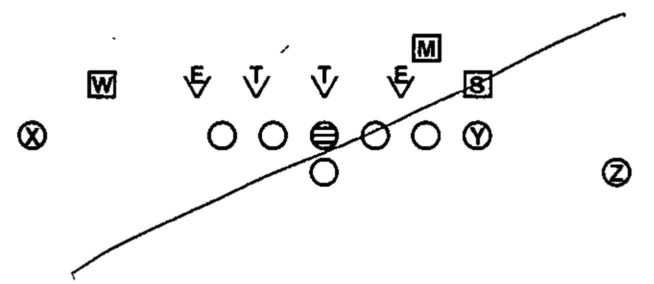

UNDER 40L



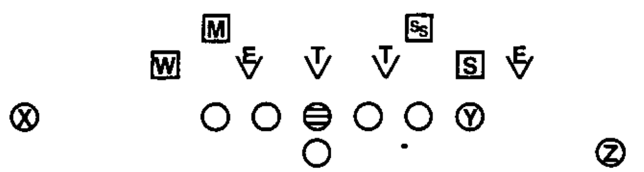

UNDER G



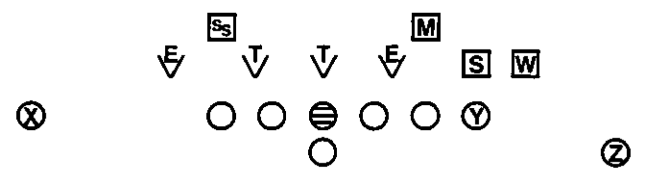

OVER REDUCE




UNDER REDUCE




RAIDER OVER




RAIDER (UNDER)

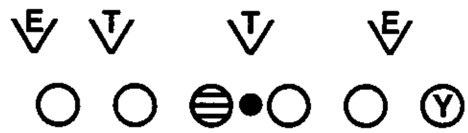




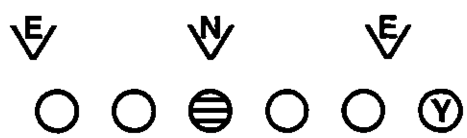

# LINE ALIGNMENTS



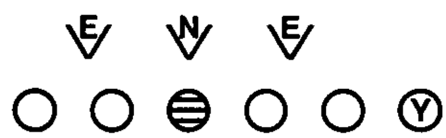
LOAD SET



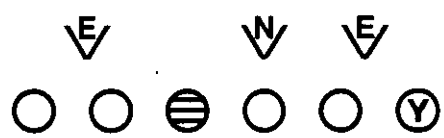
NORTH SET



ORANGE



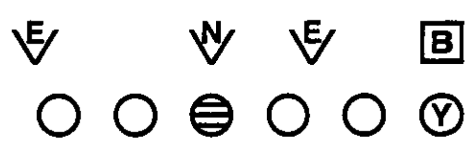
ORANGE REDUCE



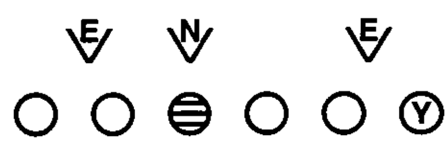
ORANGE STRONG



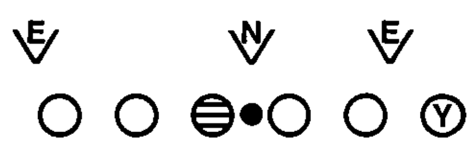
ORANGE WEAK



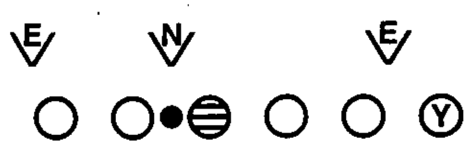
ORANGE OVER WIDE



ORANGE UNDER L



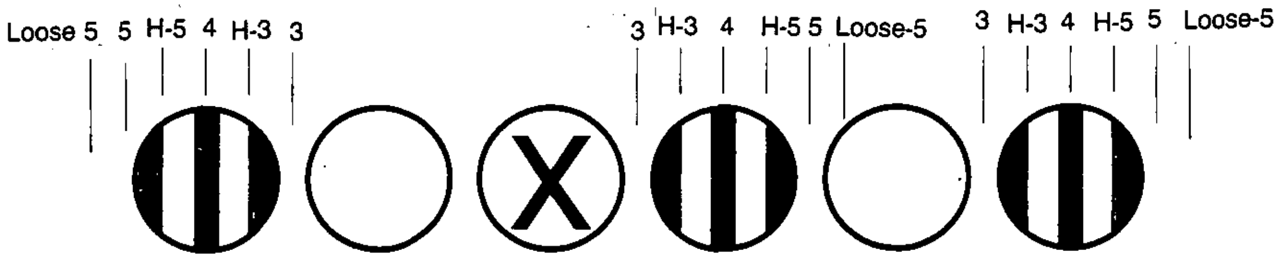
ORANGE NOSE GAP STRONG



ORANGE NOSE GAP WEAK

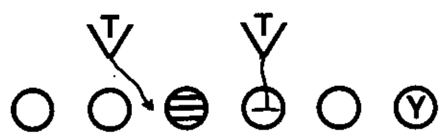
## DEFINITION AND LOCATION OF LINE STUNTS

1. Defensive Linemen's Alignments and Positions:

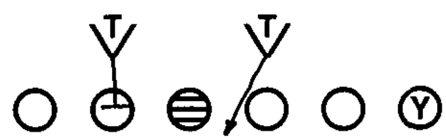



a. 3 – His outside foot to your crotch
b. Heavy 3 – Inside Eye Alignment
c. 4 – Head-up or on your nose
d. Heavy 5 – Outside Eye Alignment
e. 5 – His inside foot to your crotch
f. Loose 5 – His inside foot to your outside foot.

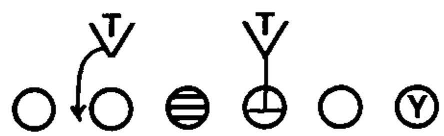
2. Defensive Charges and Stunts:



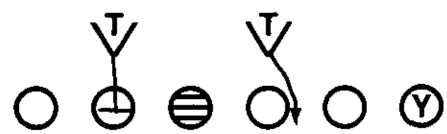

**a. LOAD CHG. – WEAKside DT PINCH**



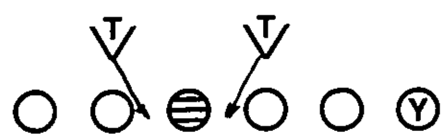

**b. NORTH CHG. – STRONGside DT PINCH**



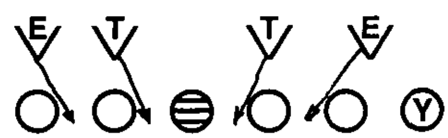

**c. WEST CHG. – WEAKside DT on OUT CHG.**




**d. SOUTH CHG. – STRONGside DT on OUT CHG.**



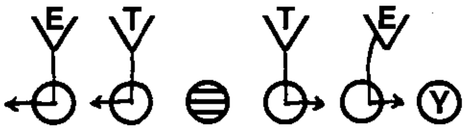

**e. LOAD/NORTH CHG. – BOTH DT PINCH INside**




**e. DOUBLE PINCH – ALL DEF. LINEMEN PINCHING**

# DEFINITION AND LOCATION OF LINE STUNTS

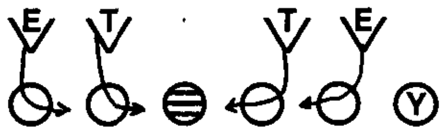
2. Defensive Changes and Stunts (continued)




**g. 3 CHG.** – OUTside shoulder Control



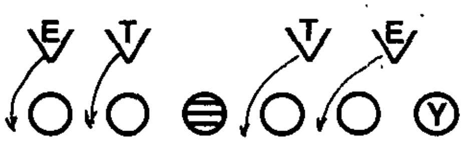

**h. OUT CHG.** – OUTside SEAM penetration by all Linemen




**i. BLAST CHG.** – CHG. thru from 3 Position



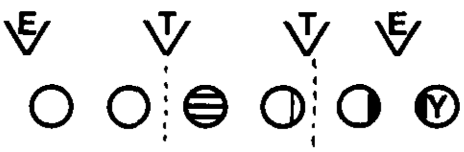

**j. EAST CHG.** – HARD UPFIELD CHG. in SEAMS



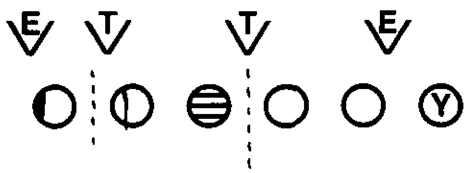

**k. SLANT** WEAK



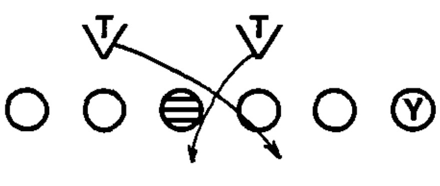

**l. SLANT** STRONG



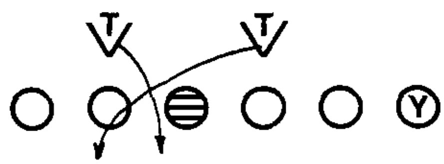

**m. LOAD**– SET STRONG / OVER SET




**n. NORTH** – SET WEAK / UNDER SET



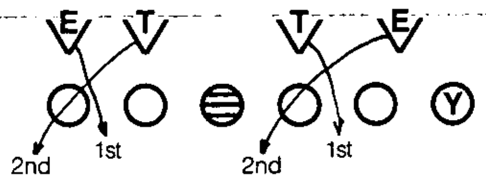

**o. ROCK** – RIGHT DT SLANTER, LT DT LOOPER



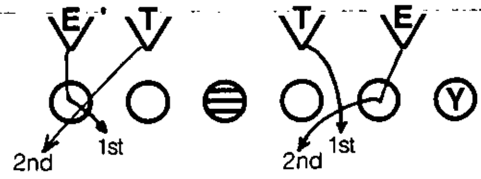

**p. LUG** – LEFT DT SLANTER, RT DT LOOPER

## DEFINITION AND LOCATION OF LINE STUNTS

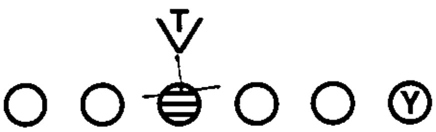
2. Defensive Changes and Stunts (continued)



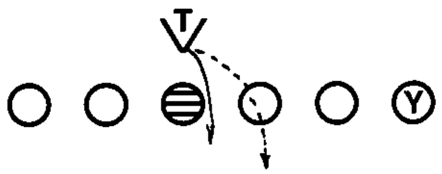

**q. EASY** LEFT; **TOUGH RIGHT**



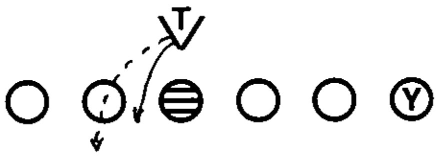

**r. DELAY EASY** LEFT; **DELAY TOUGH RIGHT**




**s. VIKING** – NOSE plays HEAD-UP and READS




**t. STUD** – NOSE Stunts STRONG



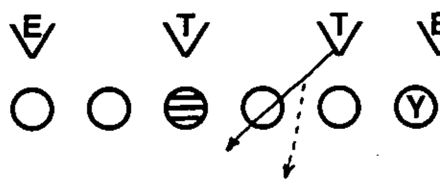

**u. WILD** – NOSE Stunts WEAK



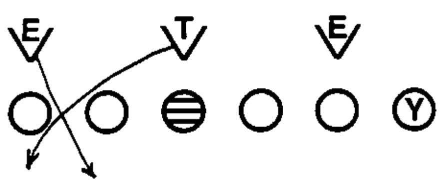

**v. WEAK END PINCH; STRONG END PINCH**



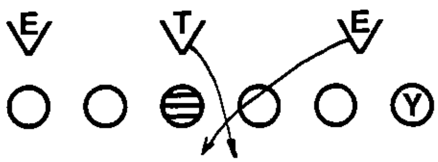

**w. DOUBLE PINCH**




**x. STRONG TACKLE PINCH**

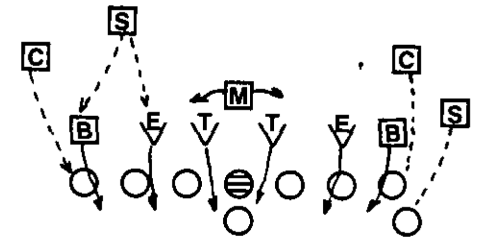



**y. EASY** LEFT

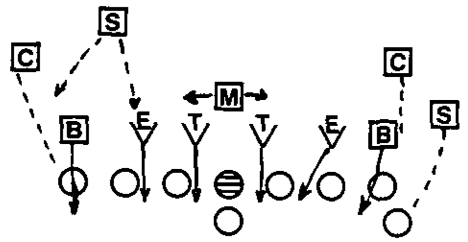



**z. TOUGH RIGHT**

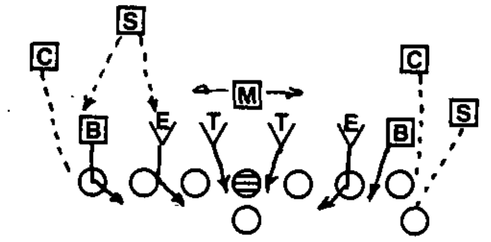
## GOAL LINE ILLUSTRATION



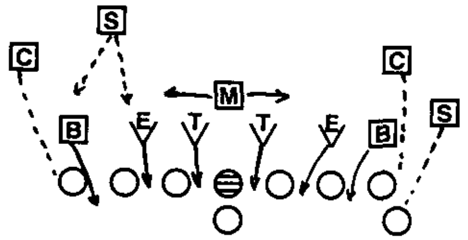

**GOAL LINE**



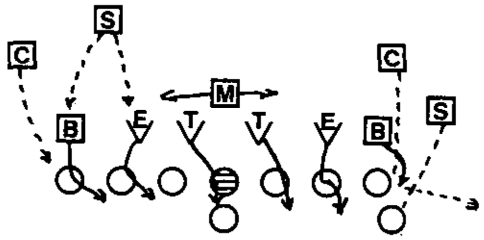

**GAP GOAL LINE**



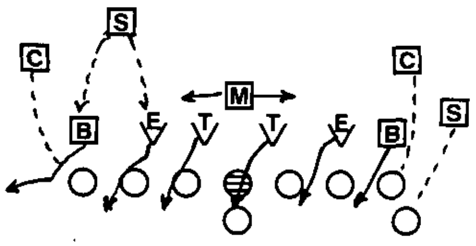

**GOAL LINE SMASH** (BACKERS OUT is PINCH)



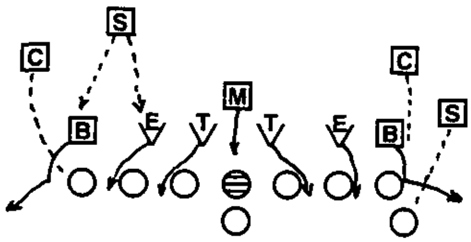

**GAP GOAL LINE SMASH**



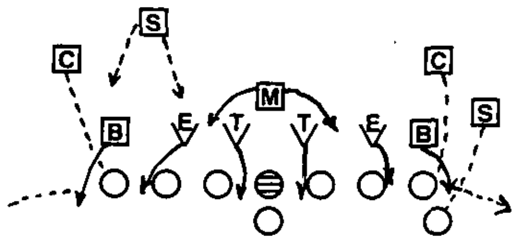

**SLANT STRONG**




**SLANT WEAK**




**GOAL LINE OUT**



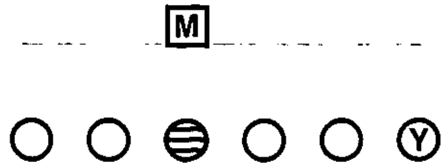

**GOAL LINE OUT**; TACKLES PINCH





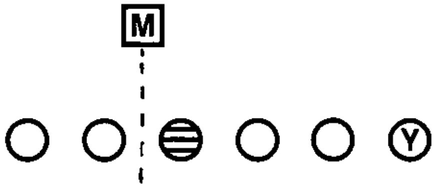
## MIKE and ROVER ALIGNMENTS

(anytime a LBer is in LOS — UP or DOWN — it will be referred to as "Special")

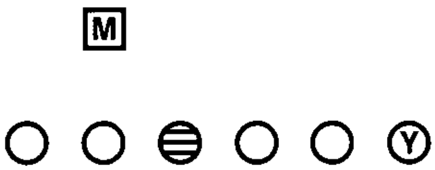


30

### ODD NUMBERS — WEAK SIDE



10



50

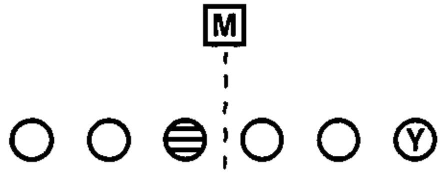


70

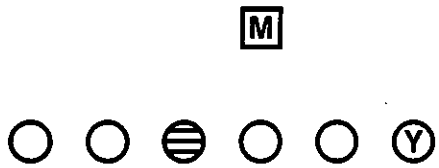


90

### EVEN NUMBERS — STRONG SIDE



20



40



60



80

# WEAK BACKER ALIGNMENTS
# "WILL"




E




F




L




G




S




M




U




Y



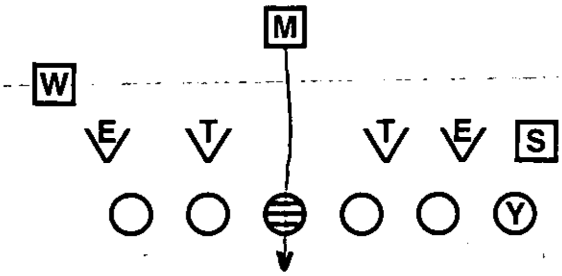

X



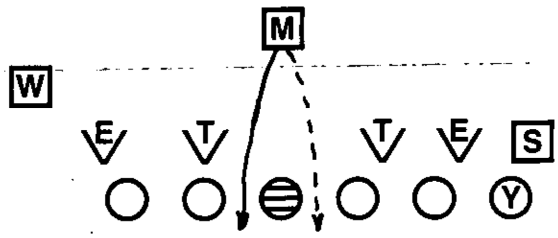

W

# DOGS and BLITZES

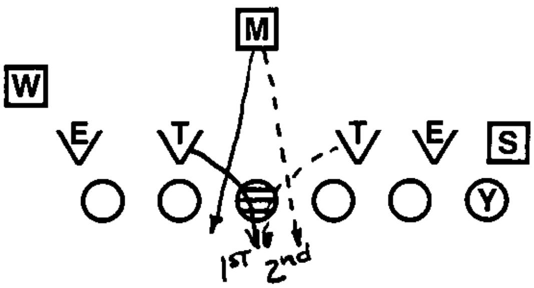
The following diagrams represent the majority of Dogging or Blitzing defenses used, plus some Line Stunts. To be an efficient passing team, we must learn, recognize and block all of Dogging or Blitzing Combinations and Line Stunts.



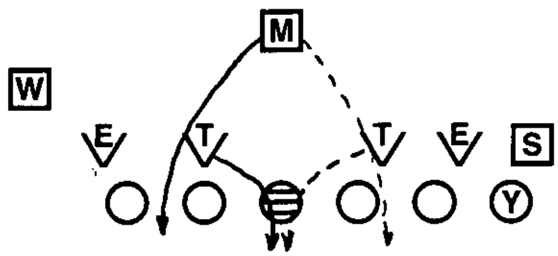

MONSTER "O"



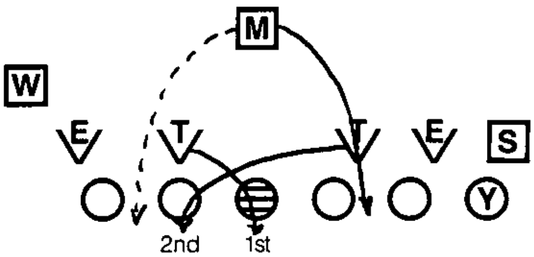

MONSTER –A (+A)



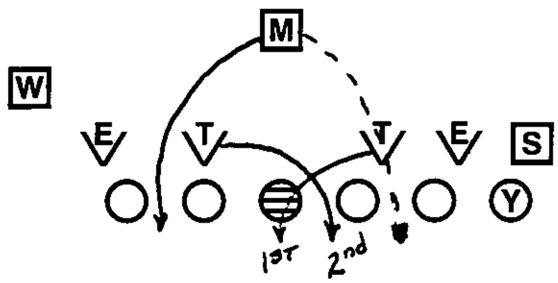

MONSTER –A/LOAD; (MONSTER +A/NORTH)



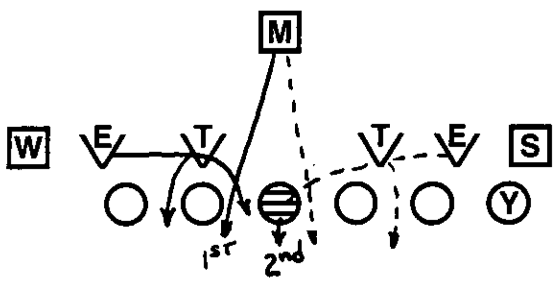

LOAD/MONSTER –B; (NORTH/MONSTER +B)



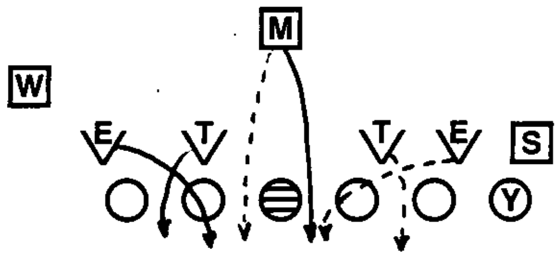

LUG/MONSTER +B (–B)



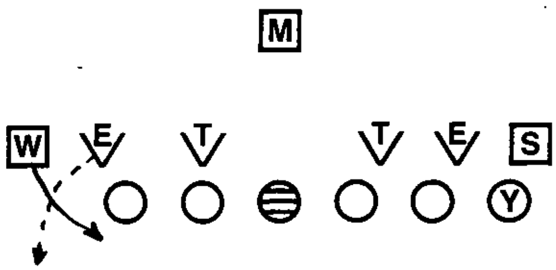

ROCK/MONSTER –B (+B)



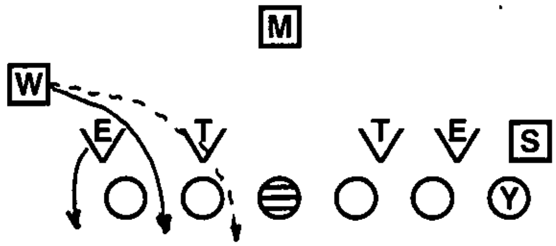

MONSTER –A TOUGH LT.; (MONSTER +A TOUGH RT.)



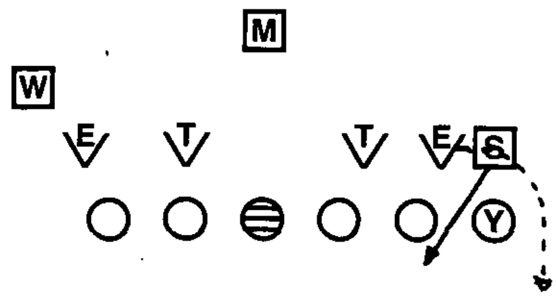

MONSTER +A/TOUGH LT.; (MONSTER –A/TOUGH RT.)



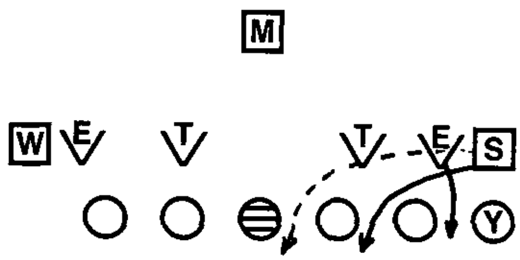

BRONCO (WHAMO)



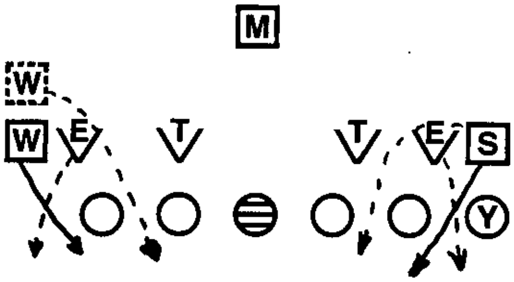

BRONCO "X"IT; (BRONCO "X" –A)



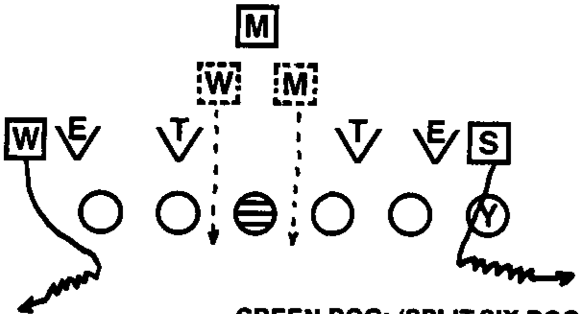
JET "Y"; (WHAMO)



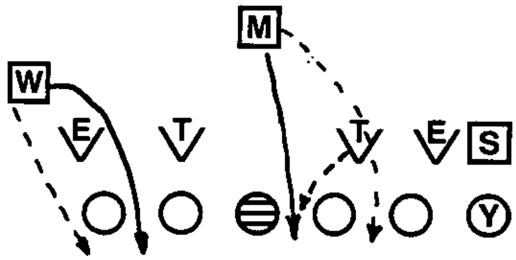
JET "X"IT; (JET "X" +A)



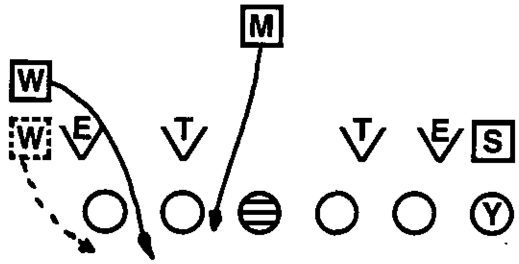
RED DOG; (RED DOG "X"IT)



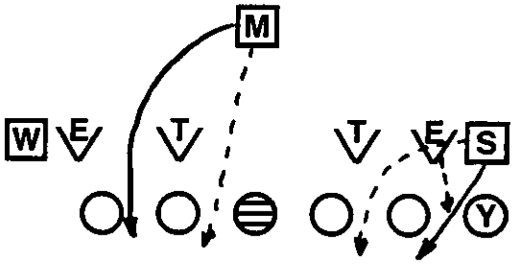
GREEN DOG; (SPLIT-SIX DOG)



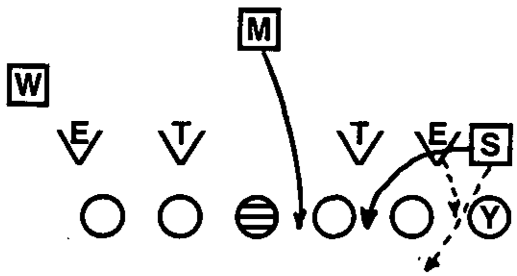
WEAK CAT –B +A; (WEAK CAT) –C +B)



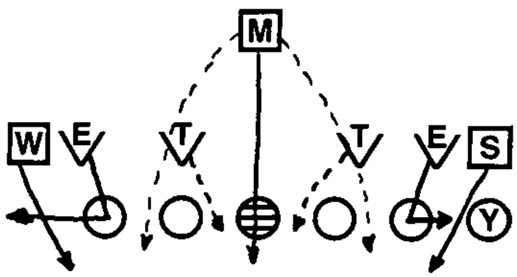
WEAK DOG –B –A; (WEAK DOG –C –A)



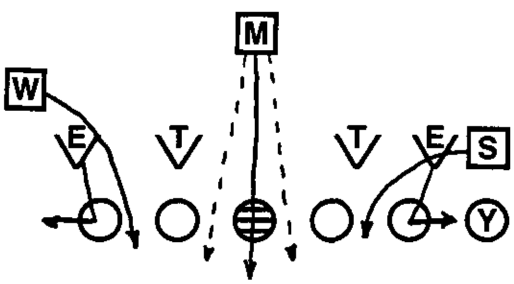
STRONG CAT +C –B; (STRONG CAT +B –A)



STRONG DOG +B +A; (STRONG DOG +C +A)



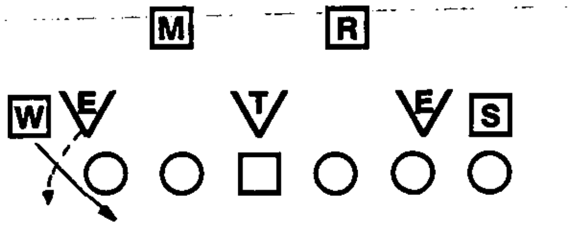
MAD TIGER –C +O +C; (MAD TIGER –C ±A +A)



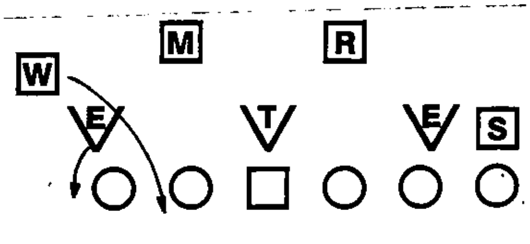
MAD TIGER –B, O +B; (MAD TIGER –B –A or +A +B)

## DOGS and BLITZES (continued)

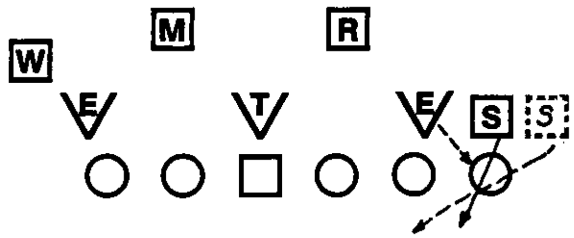
C.P.: Anytime OUTside BACKERS are DOWN in 3POINT STANCE or INside BACKERS in L.O.S. — UP or DOWN — it will be referred to as "SPECIAL"



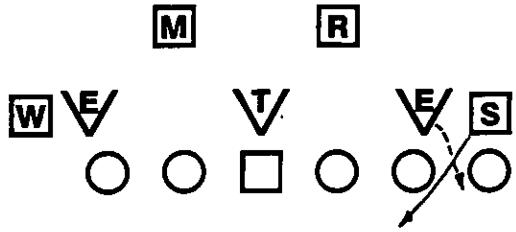

**ORANGE BRONCO** **(ORANGE BRONCO WHAMO)**



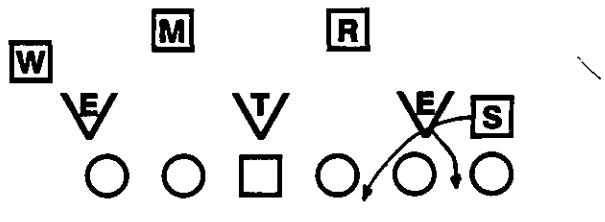

**ORANGE BRONCO "X"IT**



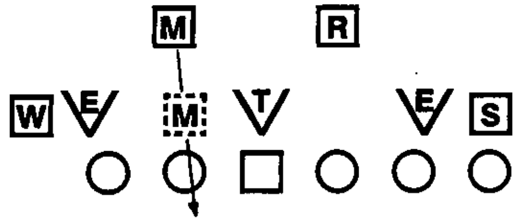

**ORANGE JET** **(ORANGE JET STRIKE)**



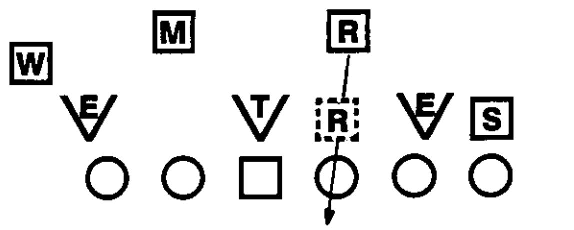

**ORANGE JET "Y"** **(ORANGE JET WHAMO)**



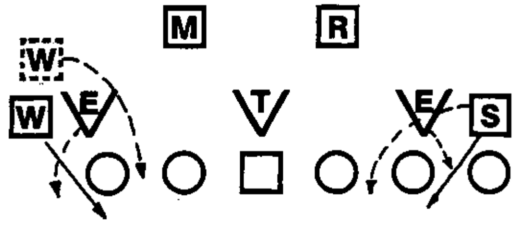

**ORANGE JET "X"IT**



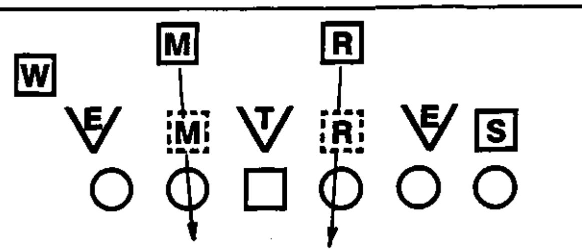

**ORANGE MONSTER** **(ORANGE SPECIAL MONSTER)**



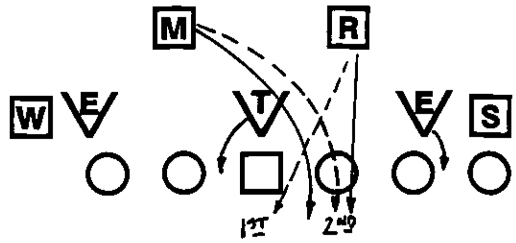

**ORANGE ROCKET** **(ORANGE SPECIAL ROCKET)**




**ORANGE RED DOG** **(ORANGE RED DOG "X"IT)**



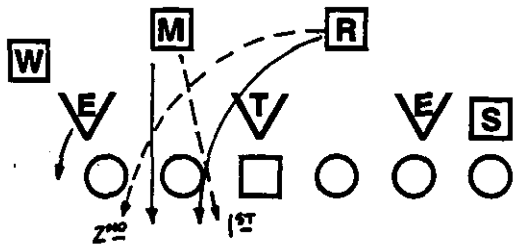

**ORANGE BULLETS** **(ORANGE SPECIAL BULLETS)**



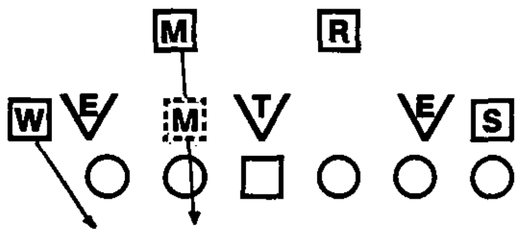

**ORANGE BULLETS STRONG** **(ORANGE BULLETS CROSS STRONG)**

## DOGS and BLITZES (continued)

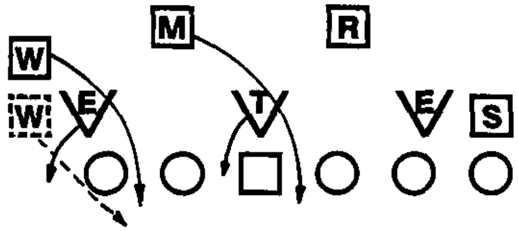
C.P.: Anytime OUTside BACKERS are DOWN in 3POINT STANCE or INside BACKERS in L.O.S. — UP or DOWN — it will be referred to as "SPECIAL"



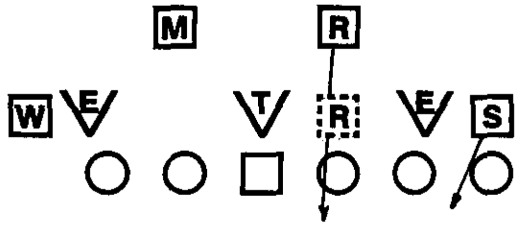

ORANGE BULLETS WEAK (ORANGE BULLETS CROSS WEAK)



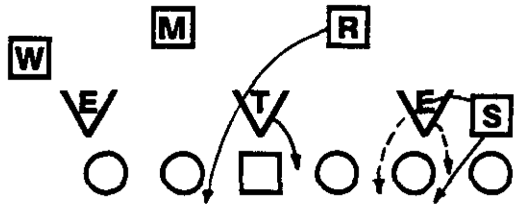

ORANGE WEAK DOG



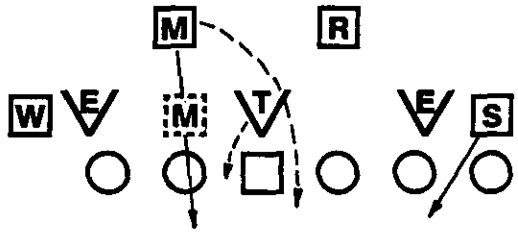

ORANGE WEAK CAT



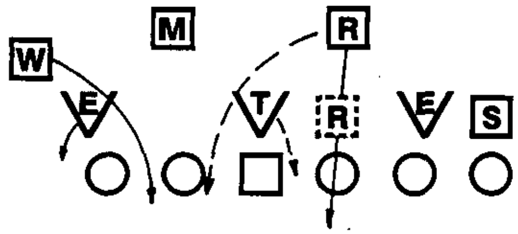

ORANGE STRONG DOG



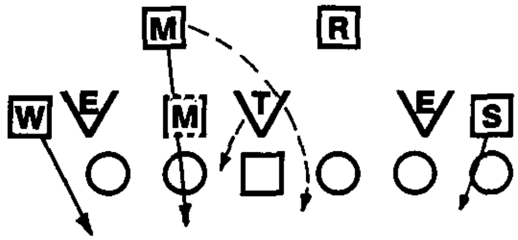

ORANGE STRONG CAT



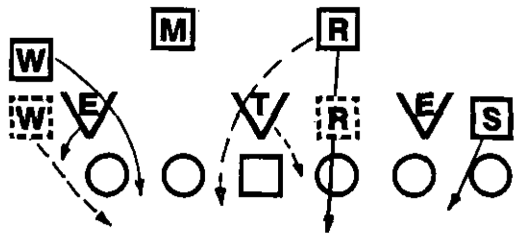

ORANGE COMBO STRONG CAT (ORANGE COMBO STRONG DOG)



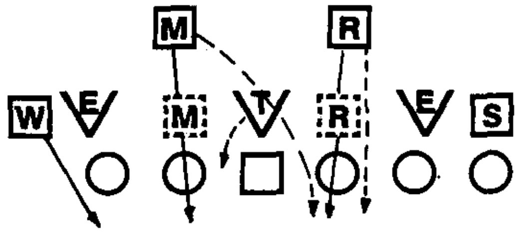

ORANGE COMBO WEAK CAT (ORANGE COMBO WEAK DOG)




ORANGE RED DOG MONSTER −A (OR RED DOG MONSTER +A)



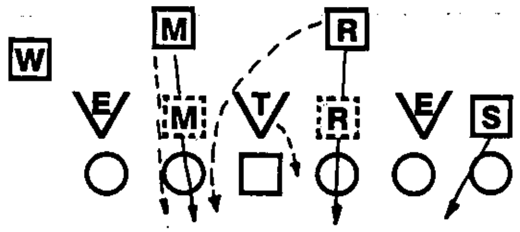

ORANGE RED DOG ROCKET +A (OR RED DOG ROCKET −A)



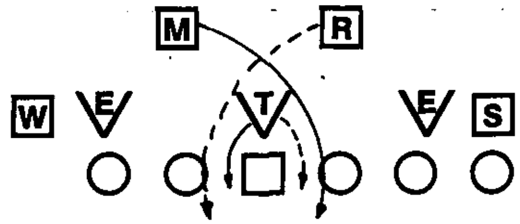

ORANGE BULLETS BRONCO (ORANGE BULLETS STRONG BRONCO)

## DOGS and BLITZES (continued)

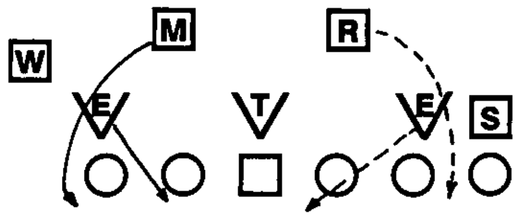
C.P.: Anytime OUTside BACKERS are DOWN in 3-POINT STANCE or INside BACKERS in L.O.S. — UP or DOWN — it will be referred to as "SPECIAL"



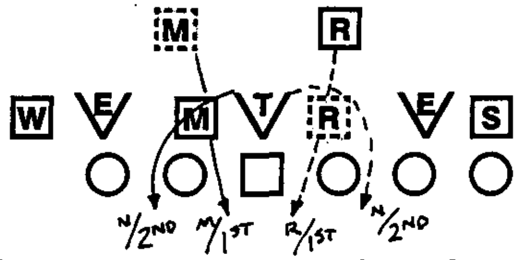
**ORANGE BULLETS; JET** **(ORANGE BULLETS WEAK; JET)**



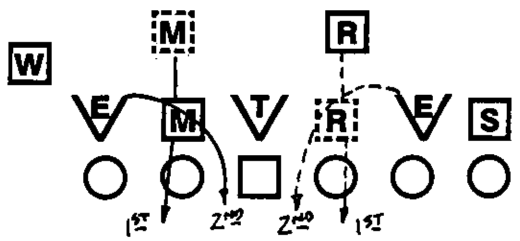
**ORANGE WILD MONSTER +A** **(ORANGE STUD ROCKET −A)**



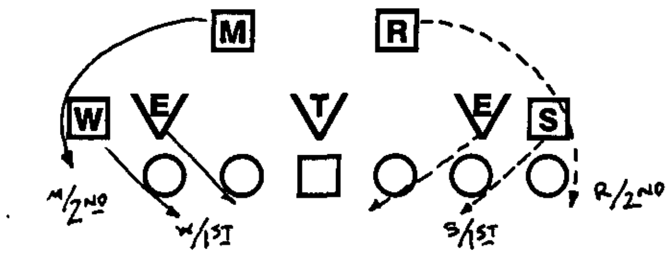
**ORANGE WEP MONSTER −C** **(ORANGE SEP ROCKET +C)**



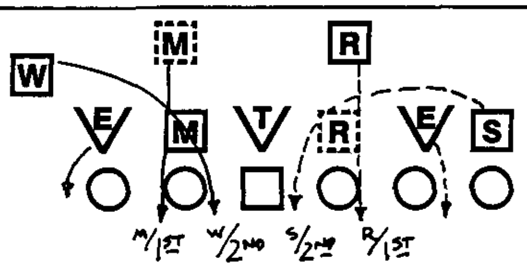
**ORANGE MONSTER NOSE TWIST** **(ORANGE ROCKET NOSE TWIST)**



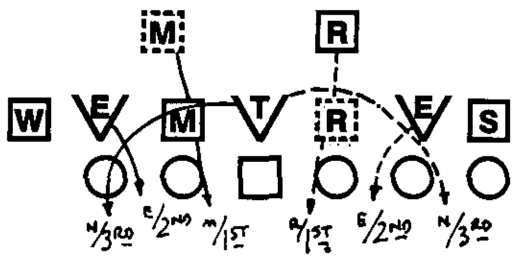
**ORANGE MONSTER END TWIST** **(ORANGE ROCKET END TWIST)**



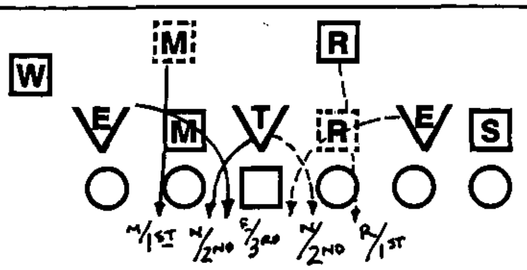
**ORANGE BRONCO WEP MONSTER −C** **(ORANGE JET SEP ROCKET +C)**



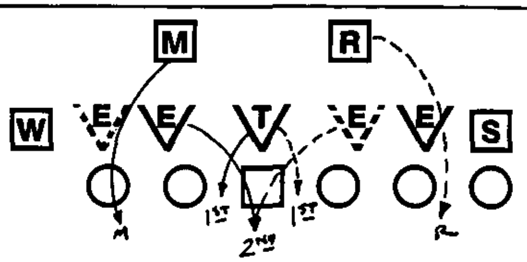
**ORANGE WEAK DOG CROSS** **(ORANGE STRONG DOG CROSS)**



**ORANGE MONSTER −A EASY LT.** **(ORANGE ROCKET −A EASY RT.)**



**ORANGE MONSTER −B TOUGH LT.** **(ORANGE ROCKET +B TOUGH RT.)**



**ORANGE UNDER MONSTER −B TOUGH LT.** **(OR OV ROCKET +B TOUGH RT.)**

X83

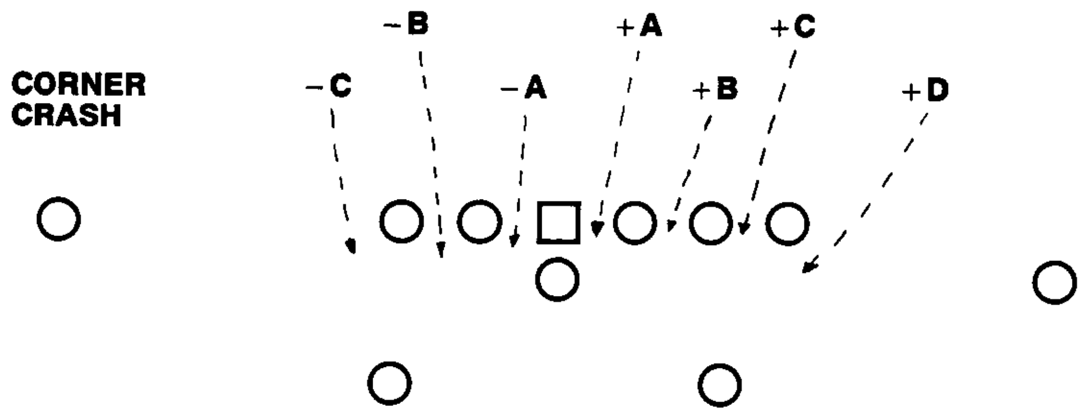
THE LOS ANGELES RAIDERS

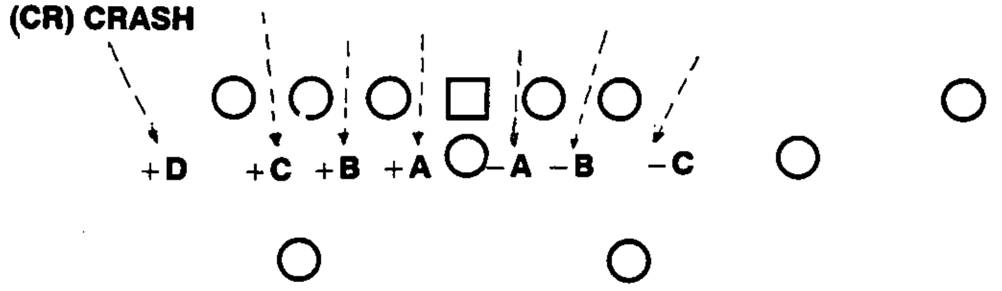
# SAFETY DOGS

The area of the Free Safety rushing will be designated by the terms shown in the diagram below; e.g. Sting −A, −B, −C, or +A, +B, +C.

When the Strong Safety blitzes, the term **Blue** will precede the call; e.g. Blue +D, +C, +B, +A or −A−B−C

BLUE − S/S
STING − F/S
PIRATE − P

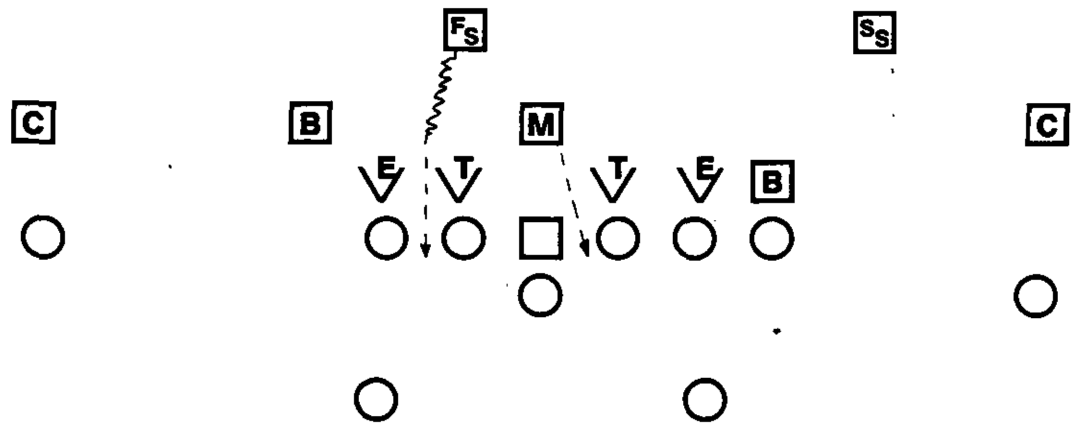


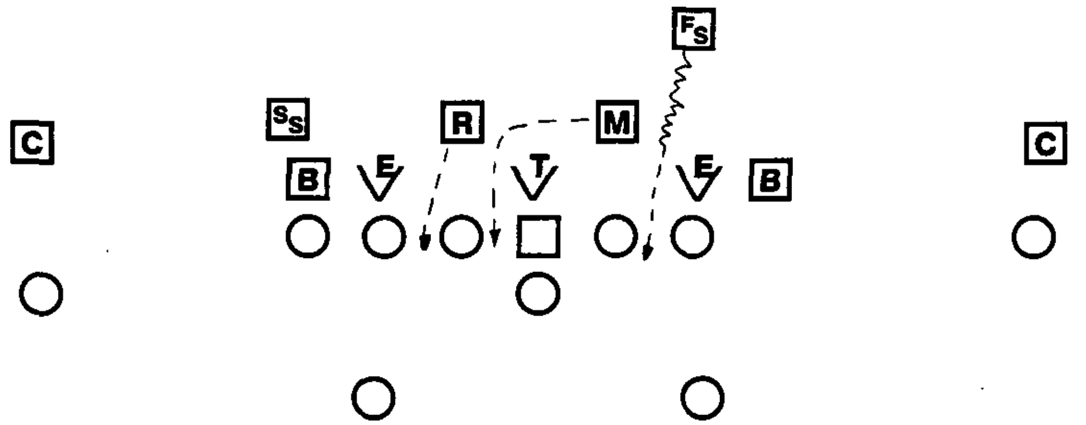
## SAFETY DOG EXAMPLES

Following are examples of Safety Dogs with less than all linebackers rushing

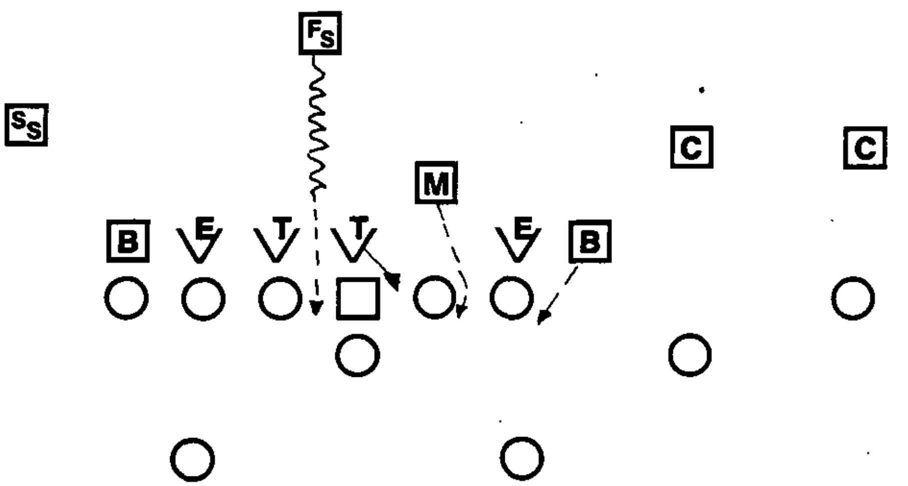
### 30 E — STING – B MONSTER + A




### ORANGE — STING – B BULLETS STRONG

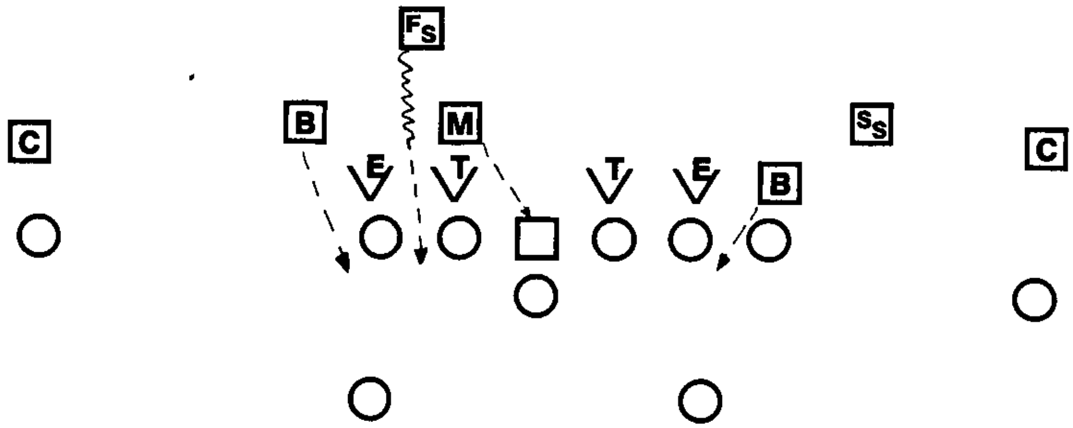



### OVER 50 — STING + A WEAK DOG

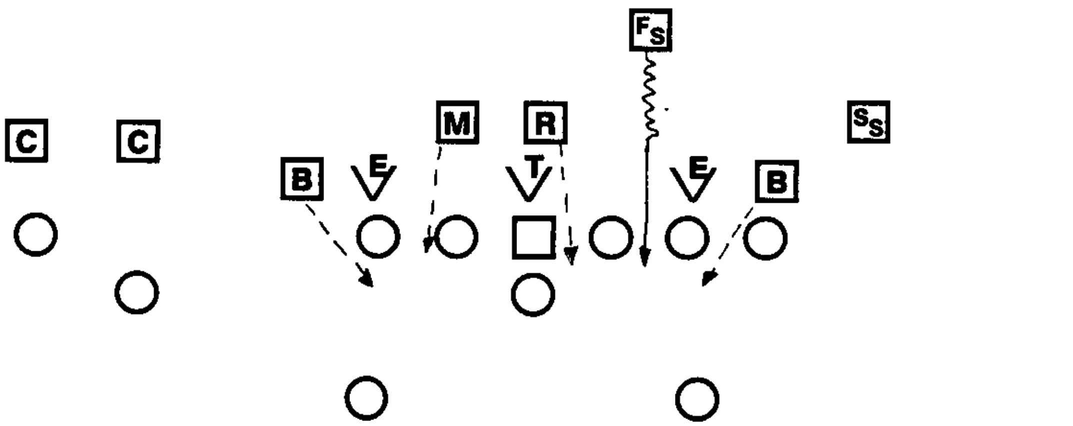


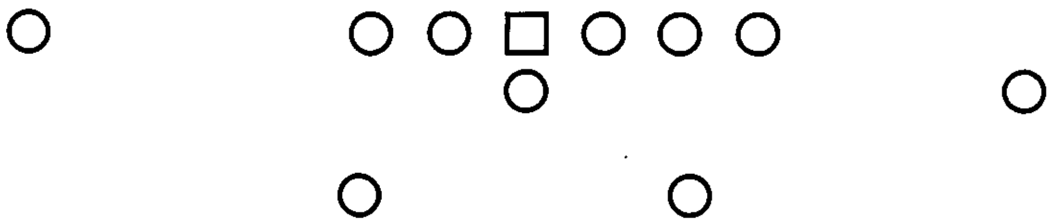
## SAFETY DOG EXAMPLES (continued)

### 30 E–STING –B FORMATION DOG




### ORANGE STING +B FORMATION DOG



# STRONG BACKER ALIGNMENTS
# "SAM"




NORMAL




CENTER



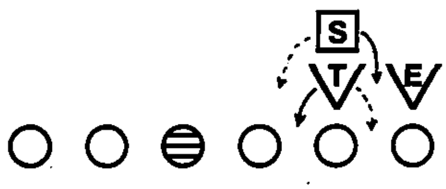

IN



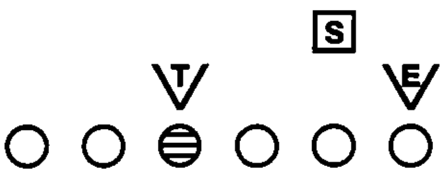

OUT



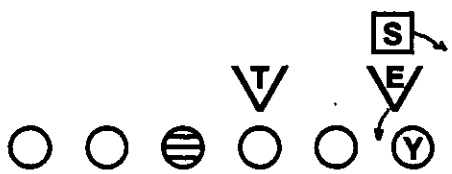

LOU



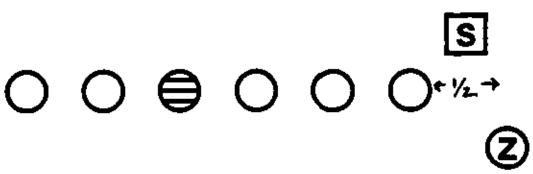

TOM




WIDE




STACK




SLOT




ZIP

## STRONG SAFETY ALIGNMENTS




REGULAR




BLUE + A







BLUE + B




BLUE + C

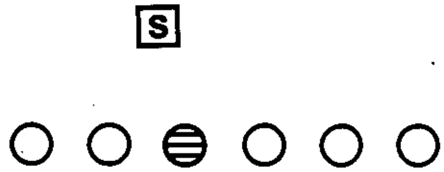



BLUE + D

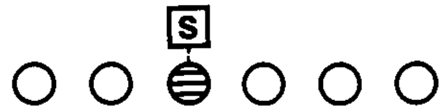



OUT CALL (Y-U)

# FREE SAFETY ALIGNMENTS



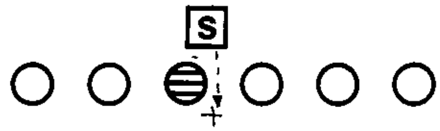

**FREE**




**MIKE**




**STING −C**




**STING +A**




**STING −B**



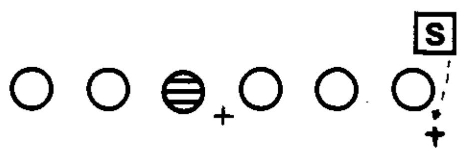

**STING +B**




**STING −A**

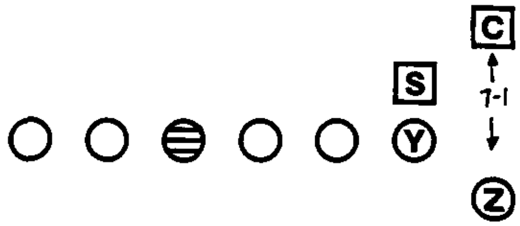



**STING +C**




**STING +D**

## STRONG CORNER ALIGNMENTS




REGULAR

## WEAK CORNER ALIGNMENTS



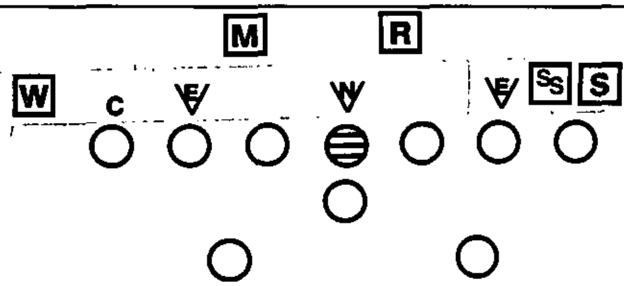

REGULAR




CRASH – D



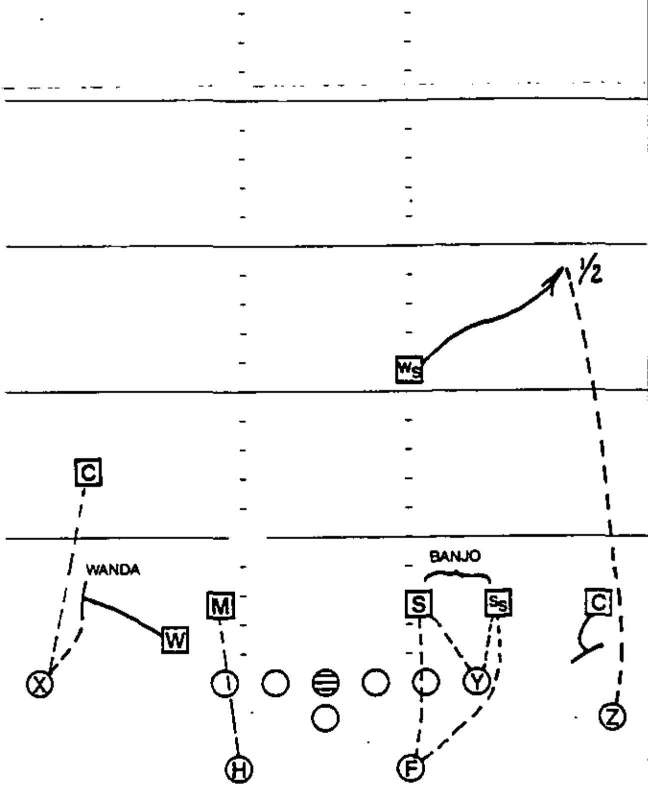

OUT CALL

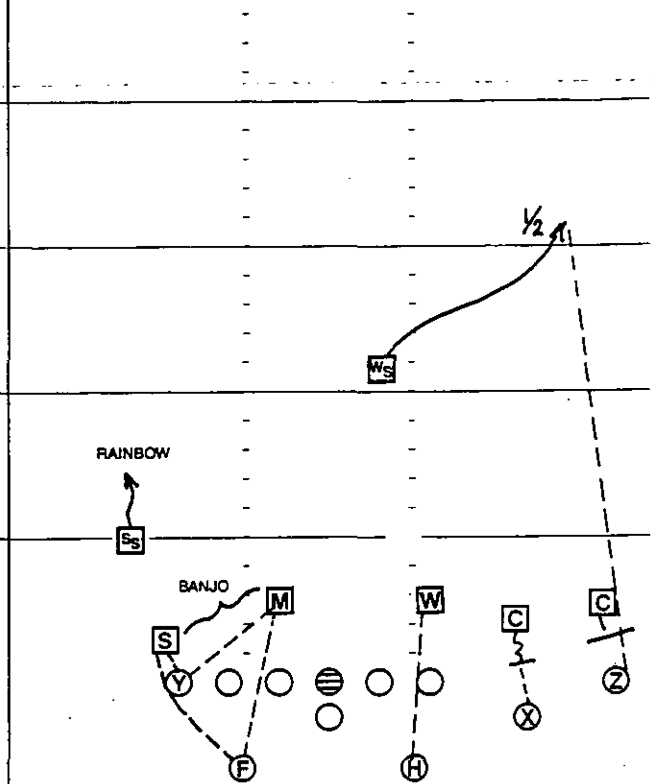



DOUBLE OUT CALL
(TITE PERSONNEL)

# COVER 5 CLOUD

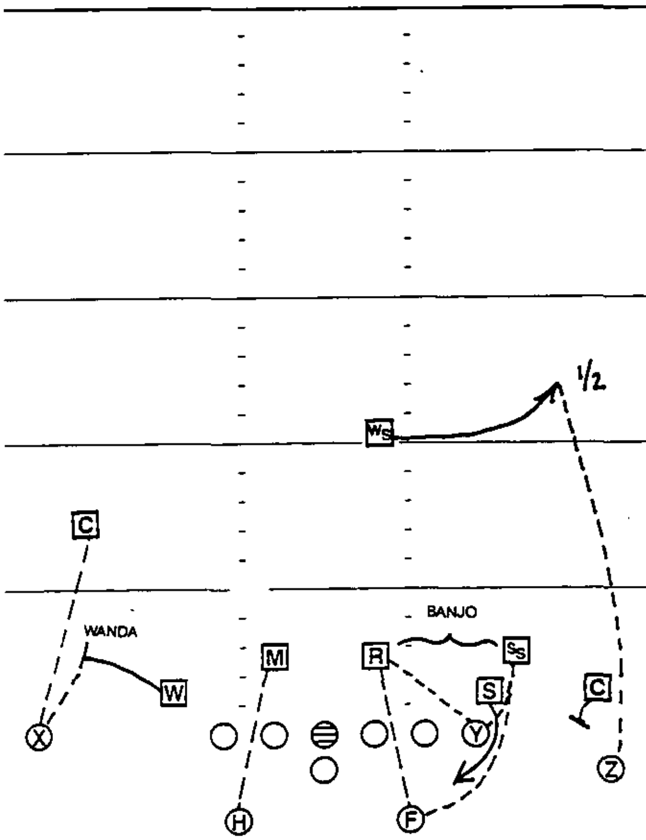
(REGULAR FORMATION) | (EAST FORMATION)

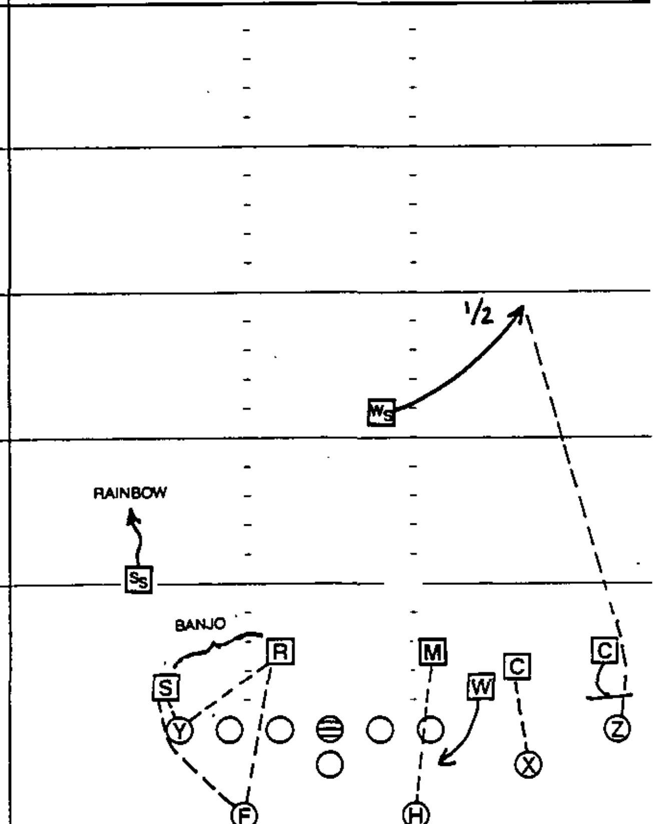



**EVEN**
**(30)**

**EVEN**
**(30)**




**ORANGE**
**(3-4)**

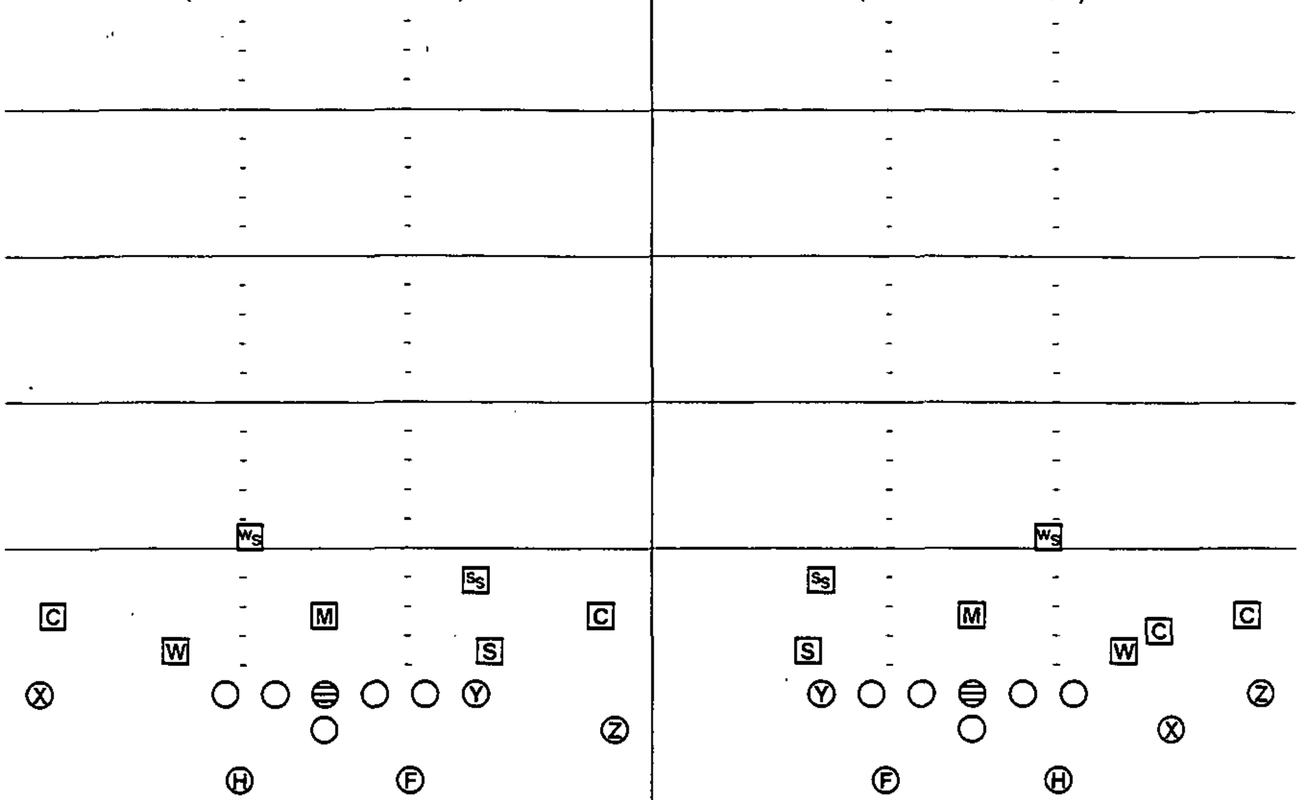
(JET)

(JET)

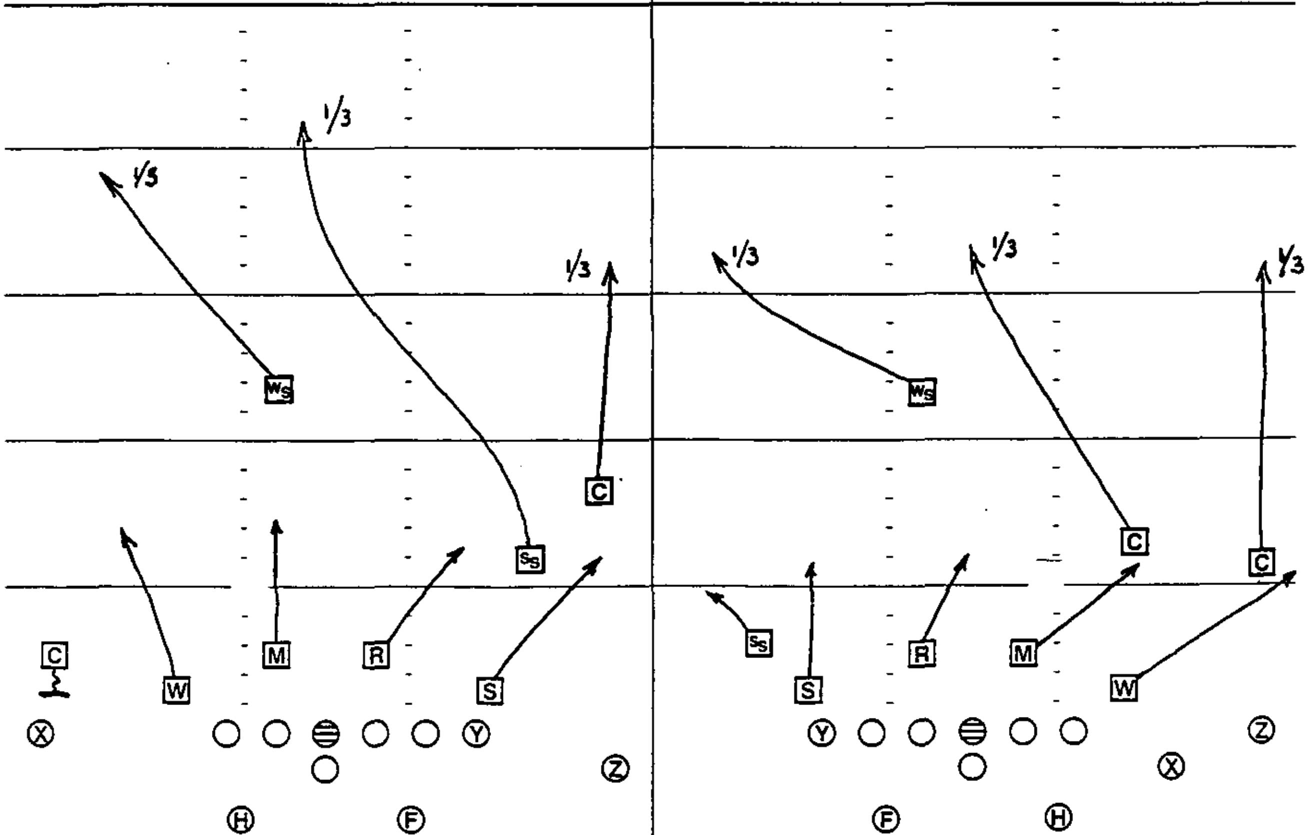
**ORANGE**
**(3-4)**

# COVER 6 MAX

(REGULAR FORMATION) | (EAST FORMATION)



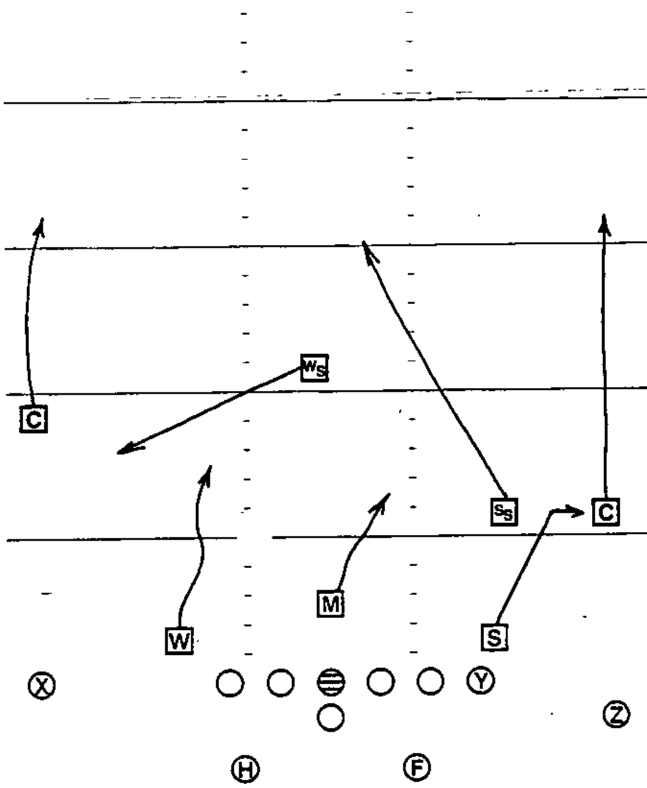

EVEN (30) | EVEN (30)




ORANGE (3-4) | ORANGE (3-4)

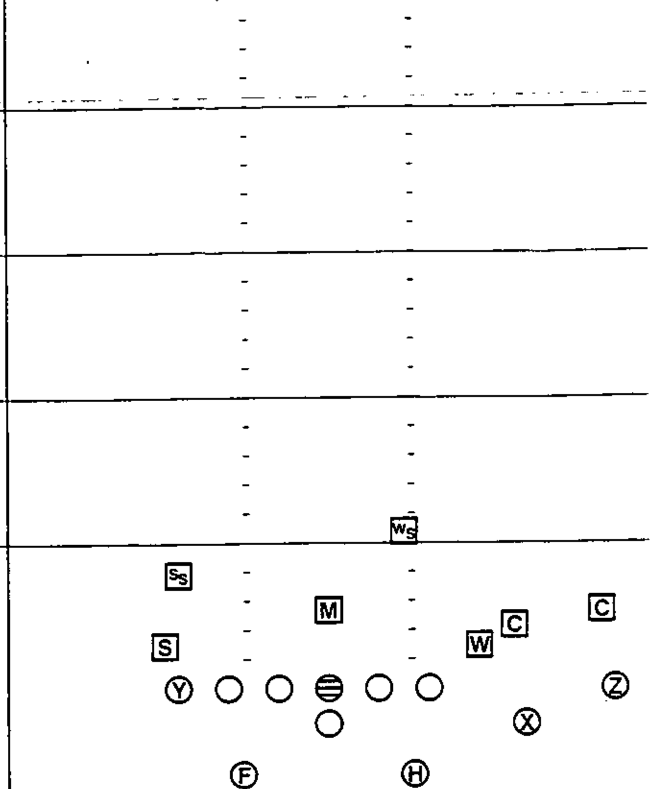
# COVER 6 SKY

(REGULAR FORMATION)

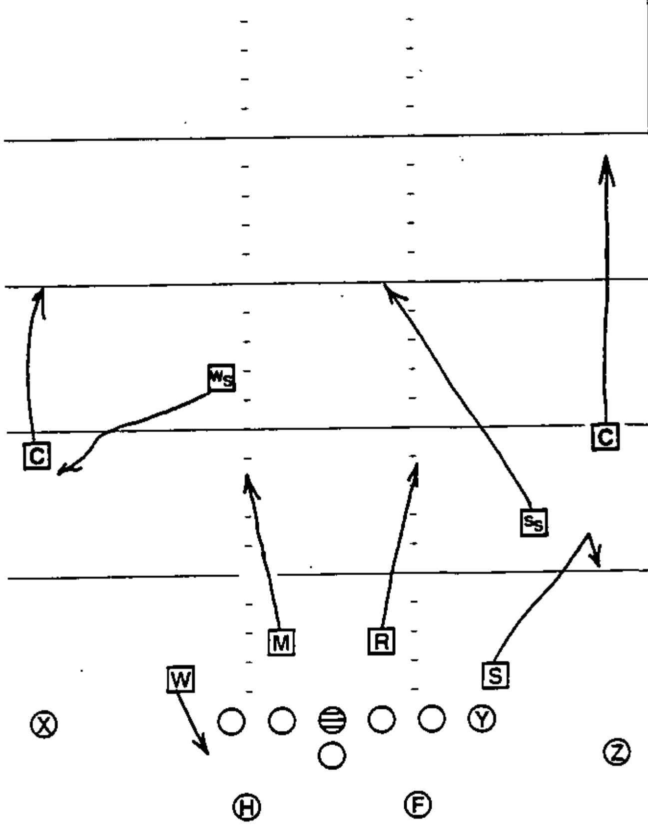


EVEN
(30)

(EAST FORMATION)

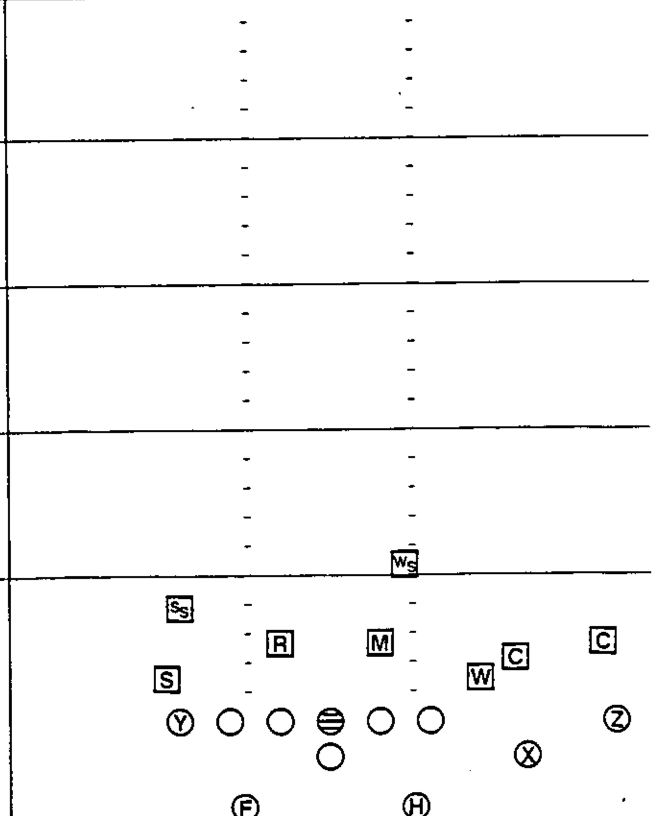


EVEN
(30)



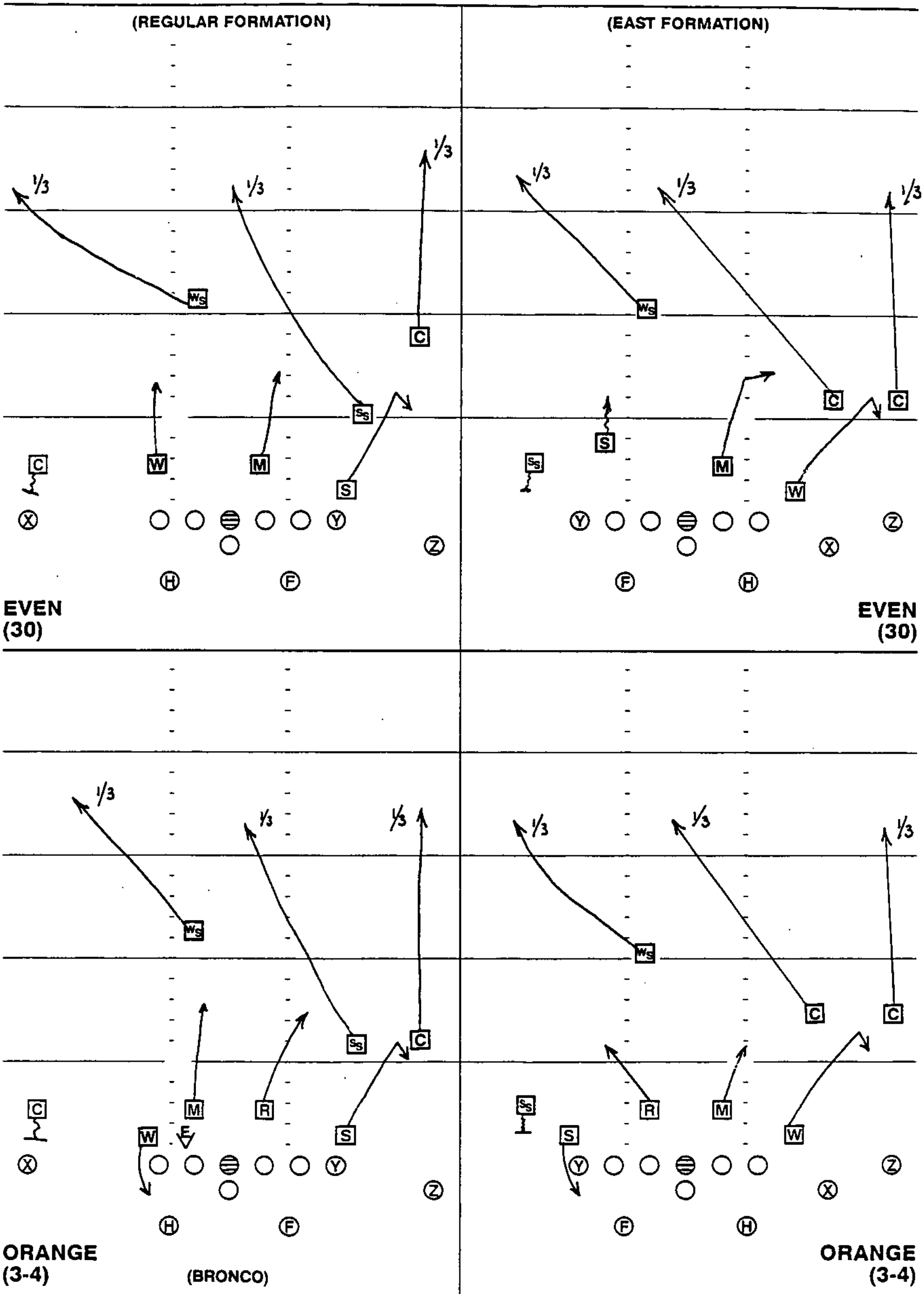
ORANGE
(3-4)

(BRONCO)

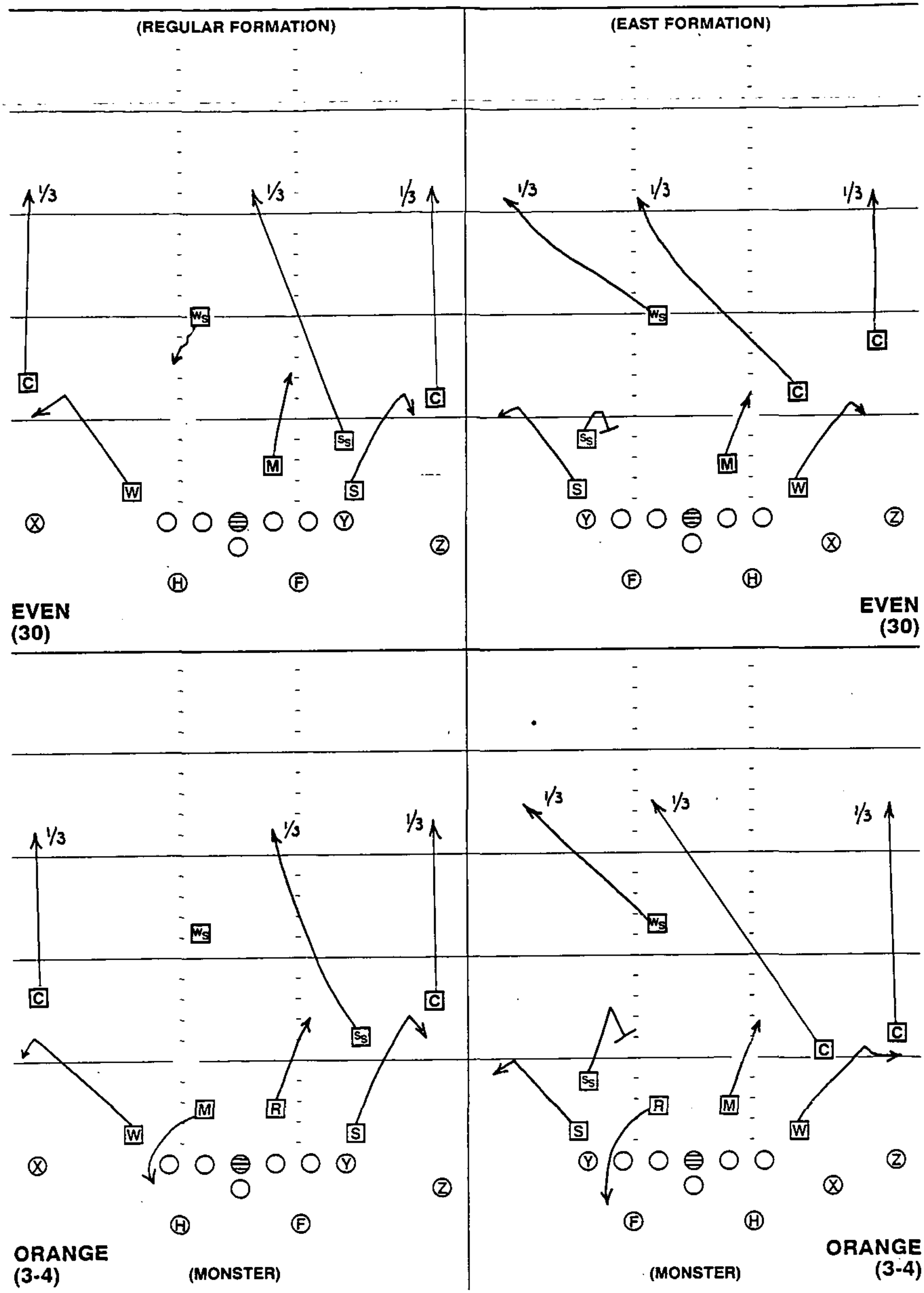


ORANGE
(3-4)

# COVER 6 CLOUD

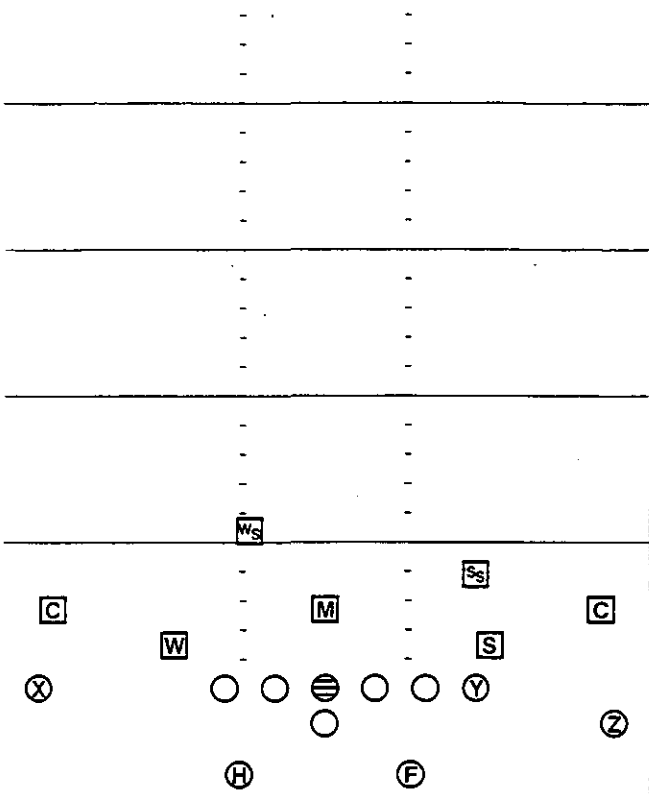


# COVER 6 BACKER



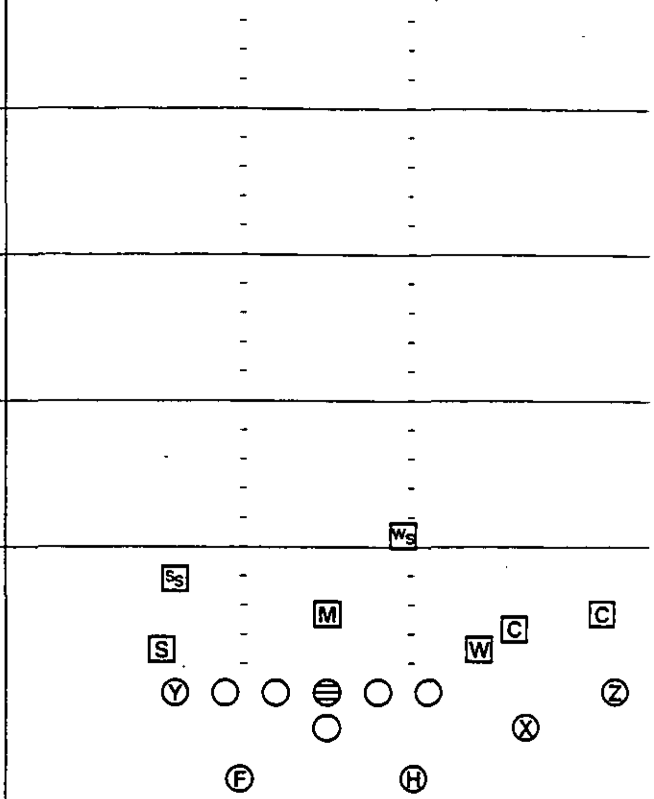
# COVER 6 CHANGE

(REGULAR FORMATION)

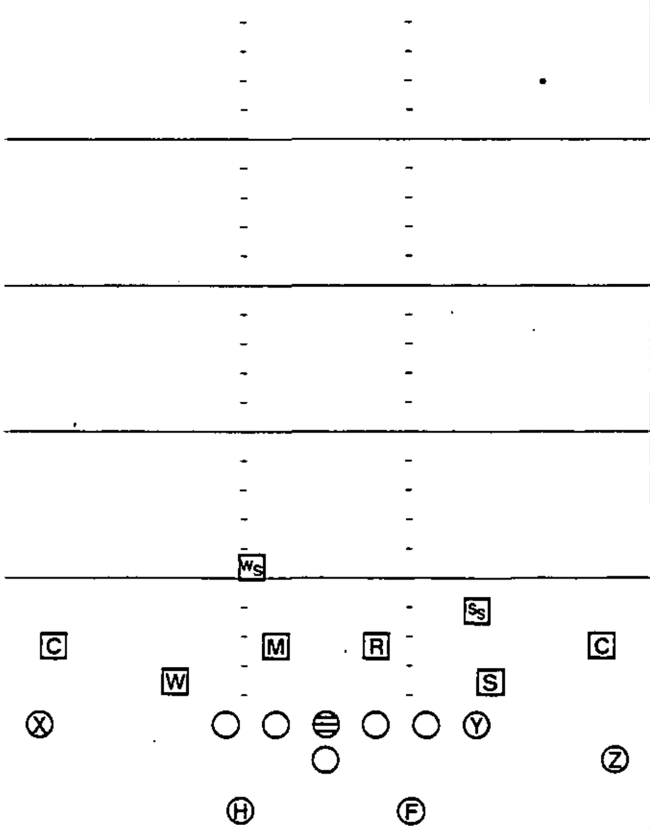



EVEN
(30)

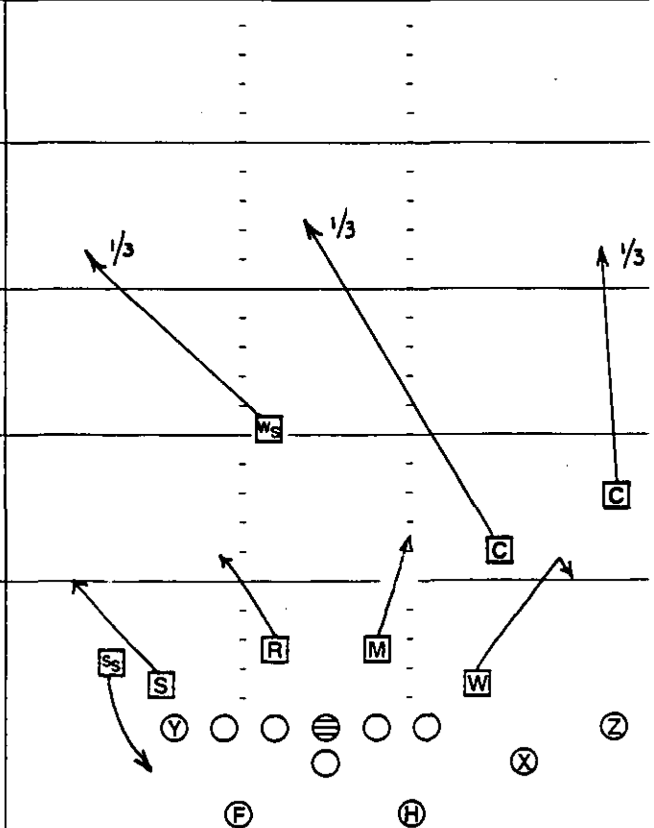
(EAST FORMATION)




EVEN
(30)




ORANGE
(3-4)

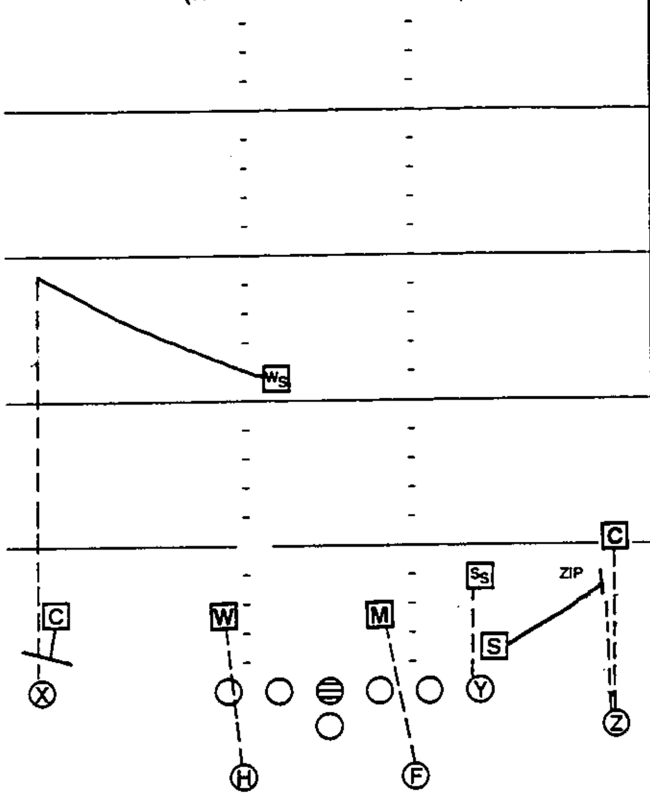



(U CRASH)

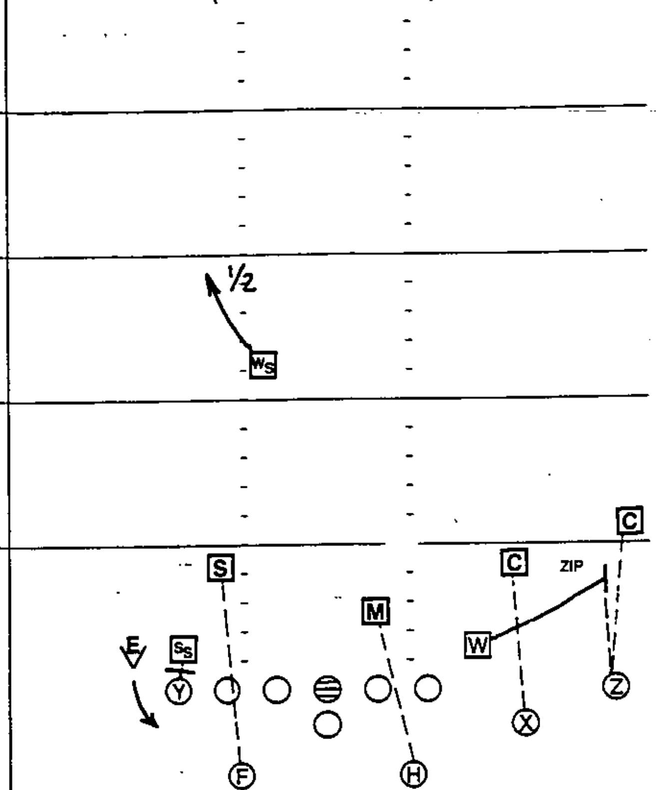
ORANGE
(3-4)

# COVER 7 CLOUD

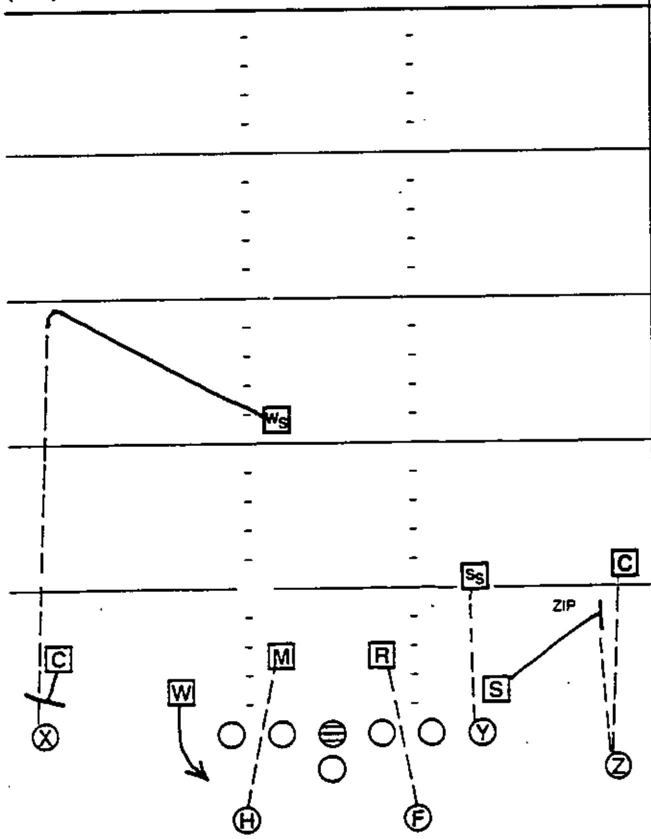
(REGULAR FORMATION) | (EAST FORMATION)



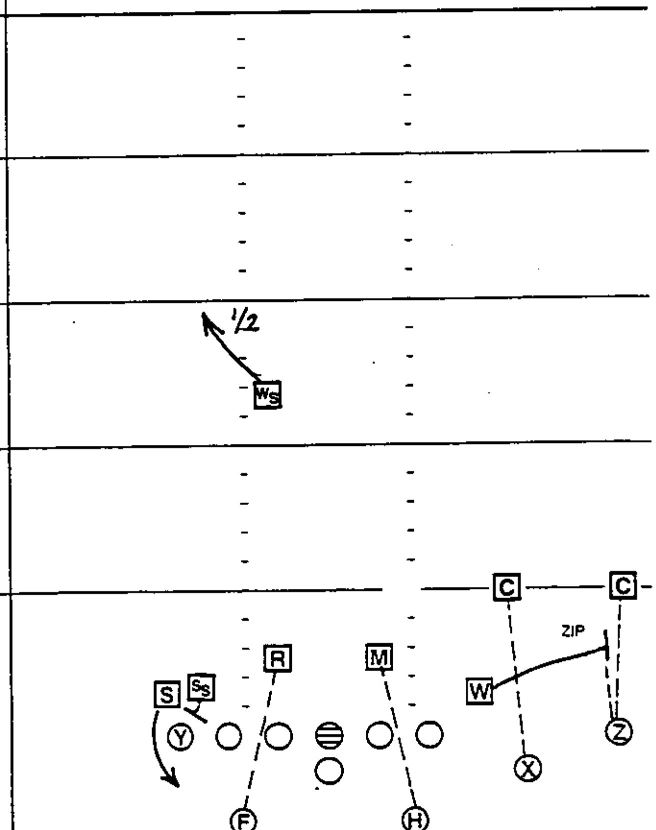

EVEN
(30)




EVEN
(30)




ORANGE
(3-4)

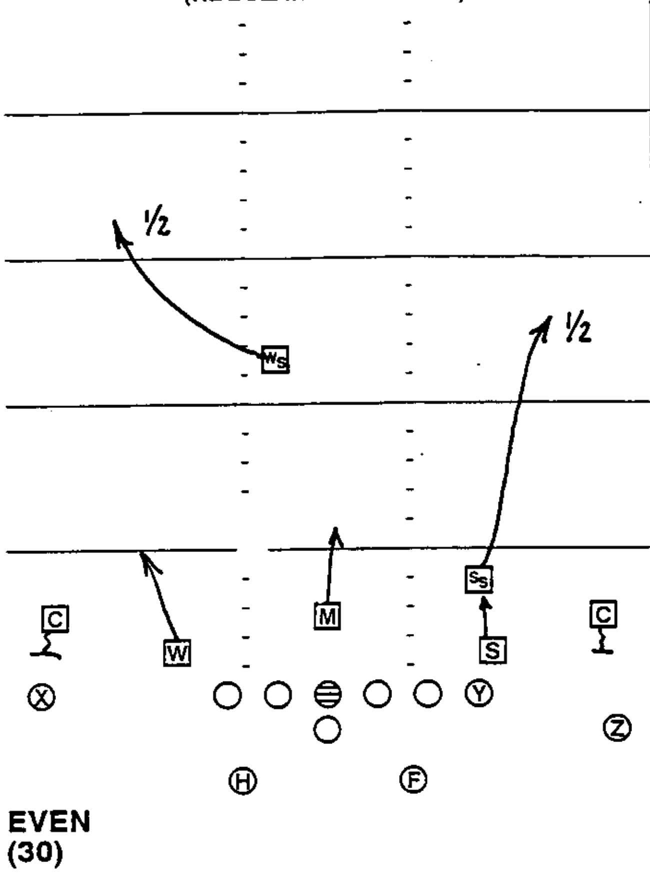


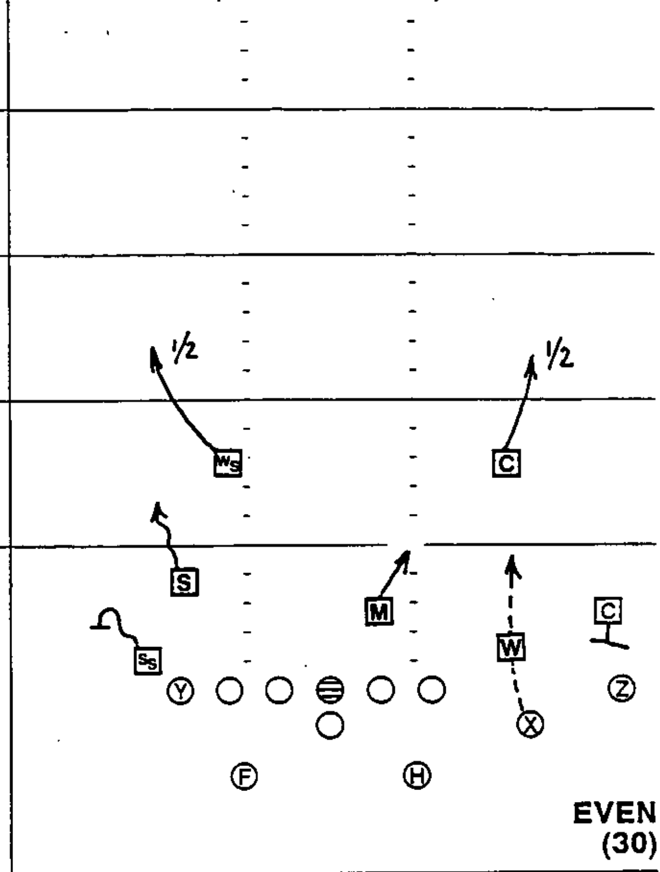

(BRONCO)

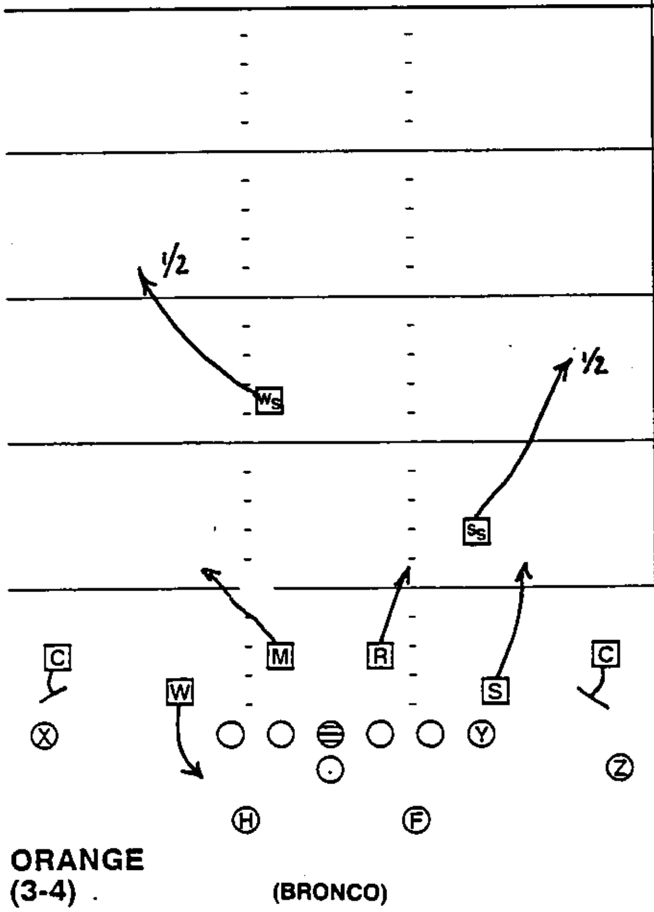
ORANGE
(3-4)

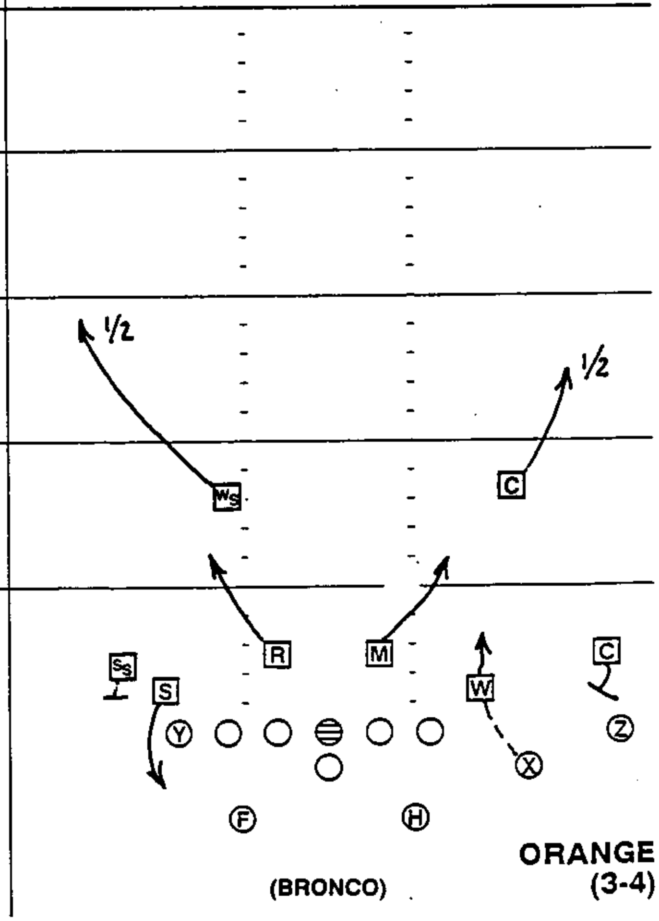
# COVER 8

(REGULAR FORMATION) | (EAST FORMATION)

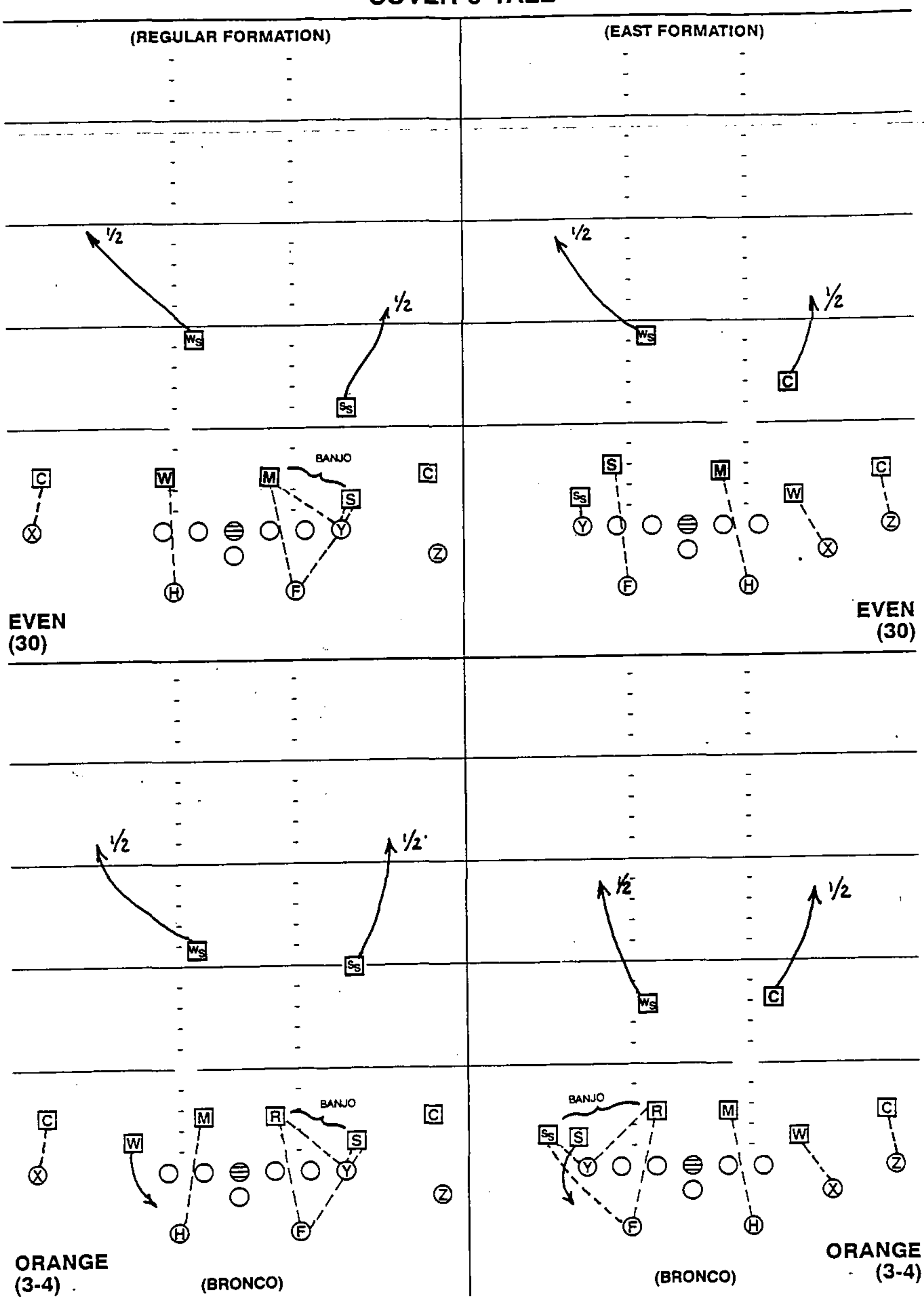


# COVER 8 YALE



(REGULAR FORMATION)
(EAST FORMATION)
1/2
BANJO
EVEN
(30)
ORANGE
(3-4)
(BRONCO)

# EXTRA DEFENSIVE BACK COVERAGES

COVER 0

COVER 1's
- 1—PIRATE
- 1—FREE SAFETY
- 1—SAM
- 1—AREA

COVER 2's
- 2/1
- 2/7
- 2—PRESS
- 2—PRESS CLOUD
- 2—CLOUD

COVER 3/6's
- 3/6
- 3/6 CLOUD
- 3—CLOUD
- 3—CLOUD/6 BACKER
- 3—CLOUD/6 CLOUD
- 3—CLOUD/6 DLB. BACKER
- 3—CLOUD/6 SKY
- 3—SKY/6 BACKER
- 3—SKY/6 CLOUD

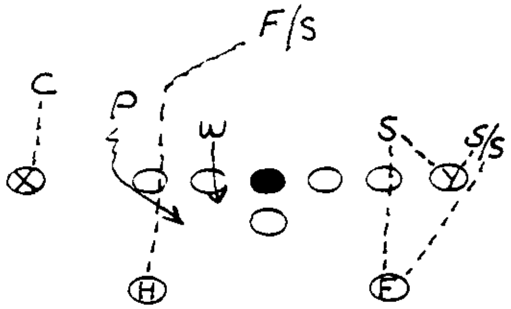
COVER 4/7's
- 4/7
- 4—M/M
- 4—SWITCH
- 4—PRESS
- 4—PRESS SWITCH

COVER 5/7's
- 5
- 5/7
- 7—PRESS
- 7—PRESS AREA STRONG
- 7—CLOUD AREA STRONG

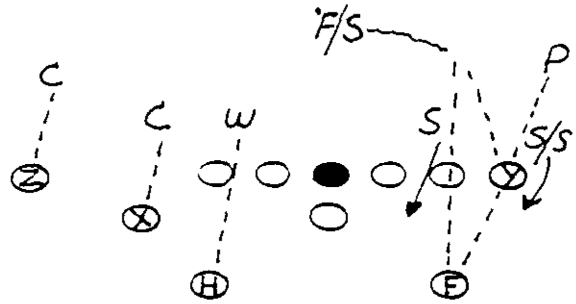
COVER 8

COVER 8 YALE

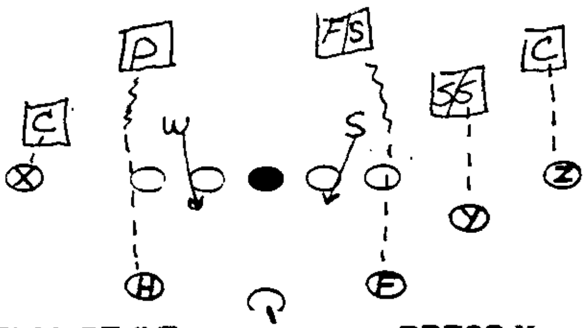
# EXTRA DEF. BACK COVERAGES—COVER —0— (ZERO)



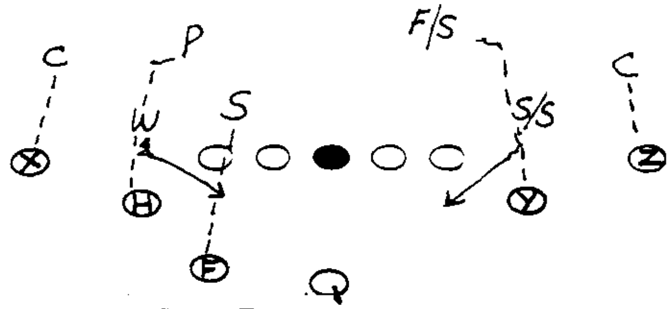

**FULL RT./LT.-**



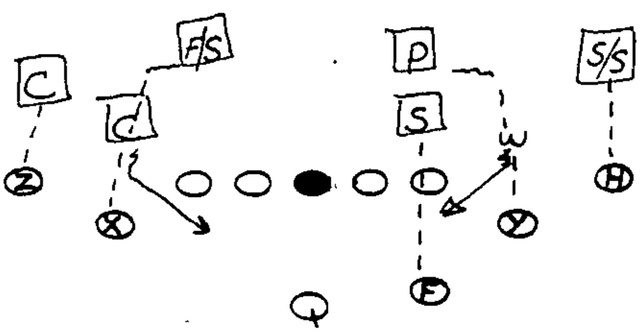

**FULL RT./LT. EAST**



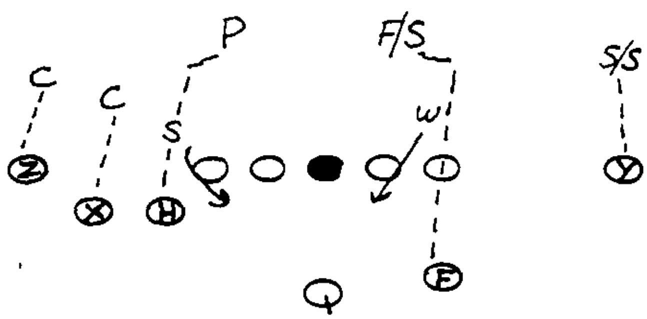

**GUN-FULL RT./LT.** **PRESS-X**



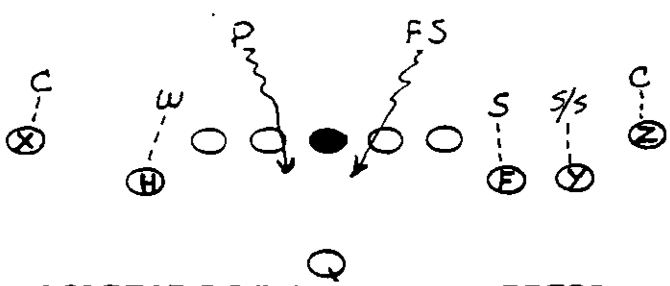

**GUN WING RT./LT.**



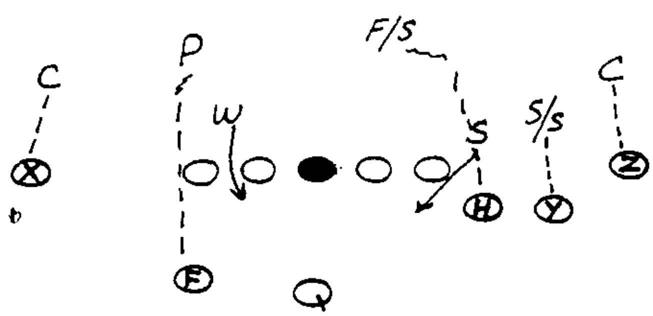

**GUN TRIO-RT./LT. EAST**




**GUN WING RT./LT. EAST FLEX**

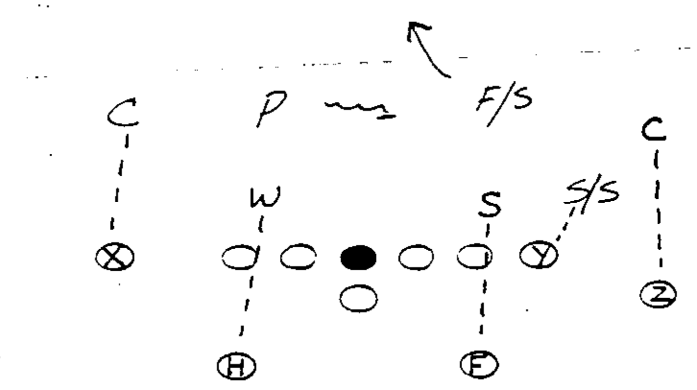



**GUN SPREAD RT./LT.** **PRESS**

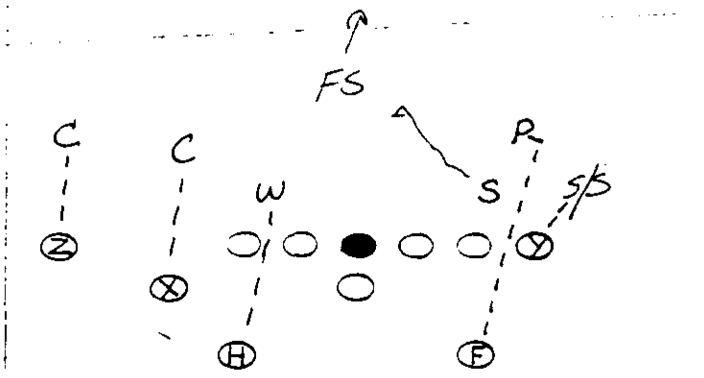



**GUN TRIPS RT./LT.—FLEX**

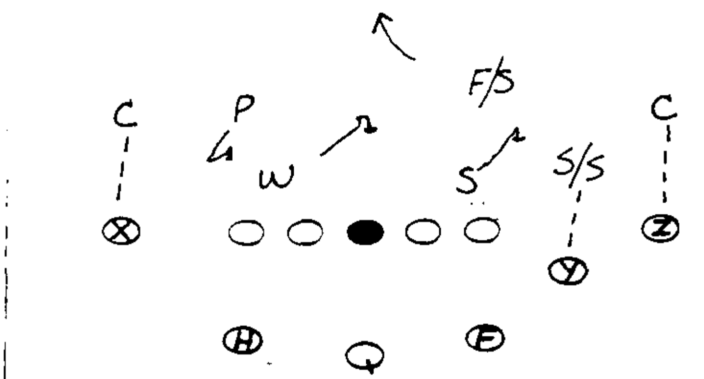
# EXTRA DEF. BACK COVERAGES—COVER –1– (ONE)



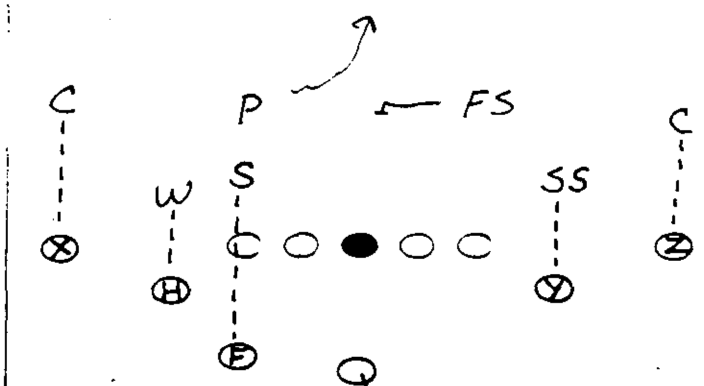

FULL RT./LT. 1-PIRATE



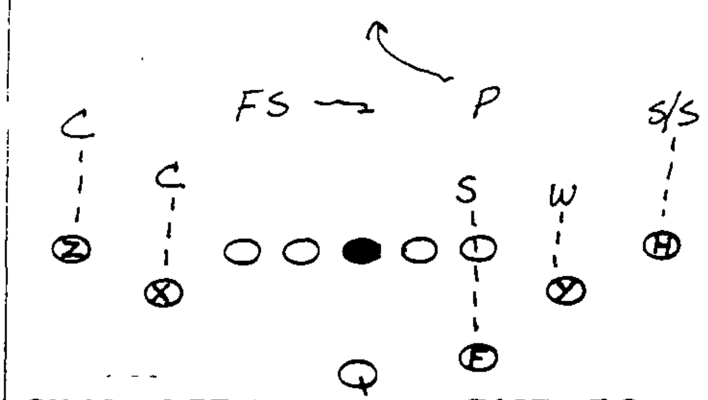

FULL RT./LT. EAST 1-SAM



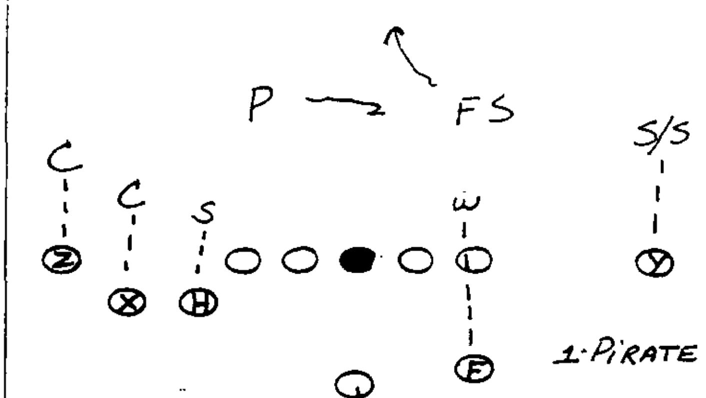

GUN FULL RT./LT. 1-AREA



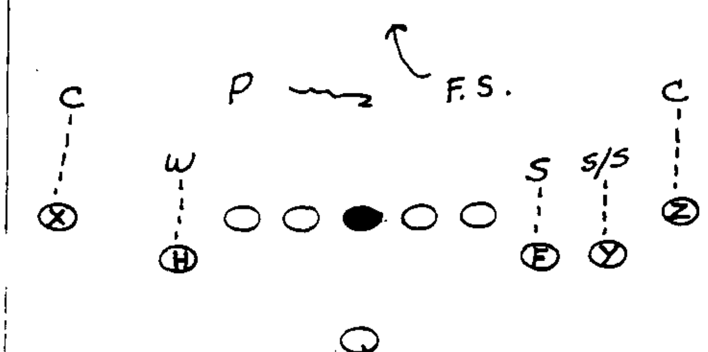

GUN WING RT./LT. 1-FREE SAF.



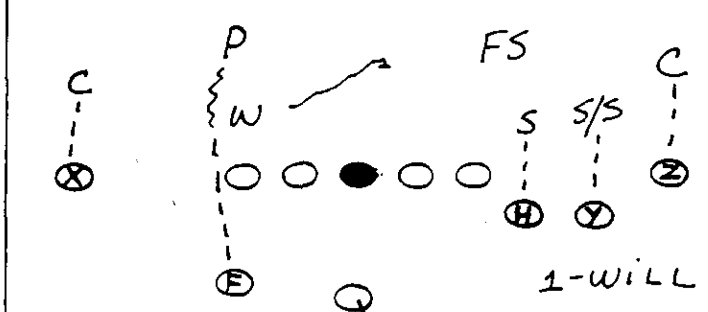

GUN TRIO RT./LT. EAST-1-F.S.




GUN WING RT./LT. EAST FLEX

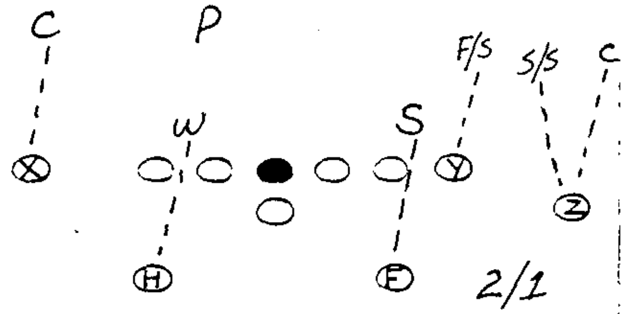



GUN SPREAD RT./LT. 1-PIRATE

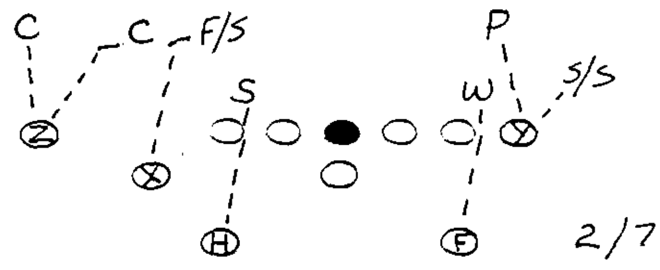



GUN TRIPS RT./LT.- FLEX

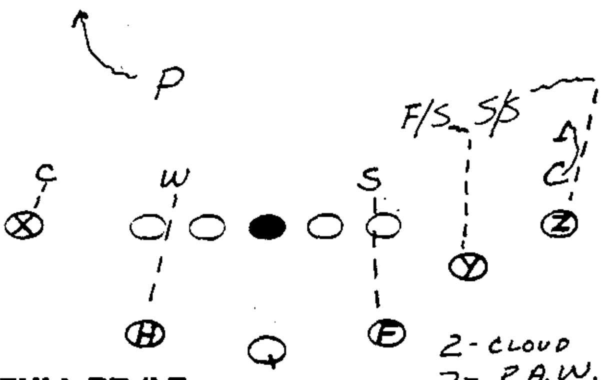
# EXTRA DEF. BACK COVERAGES—COVER —2— (TWO) VARIATIONS



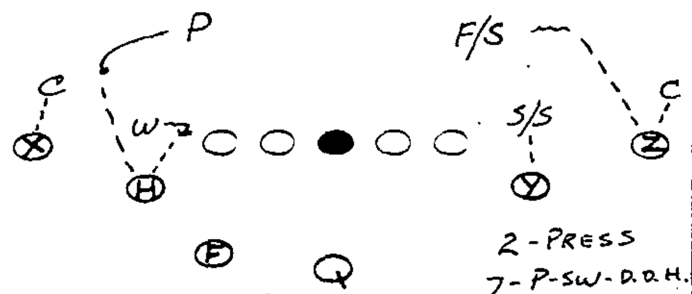

FULL RT./LT.



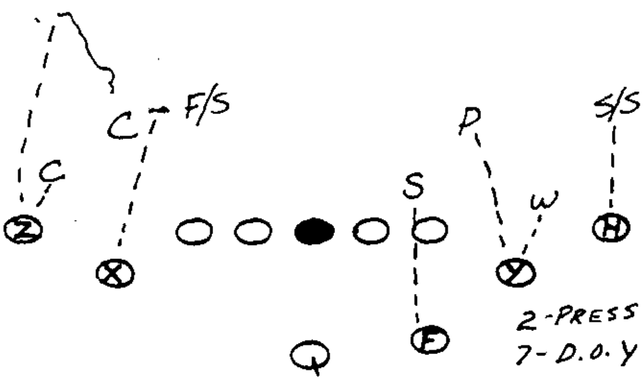

FULL RT./LT. EAST



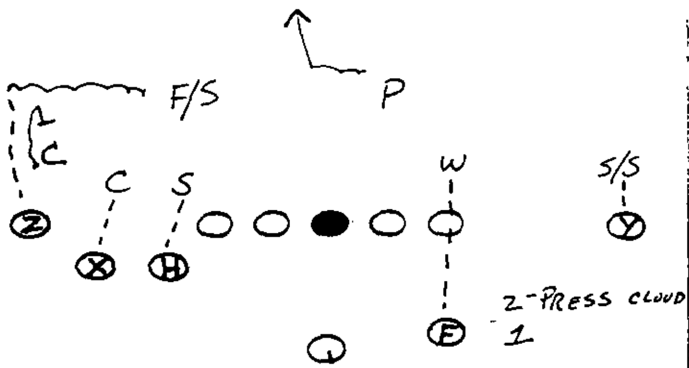

GUN FULL RT./LT.



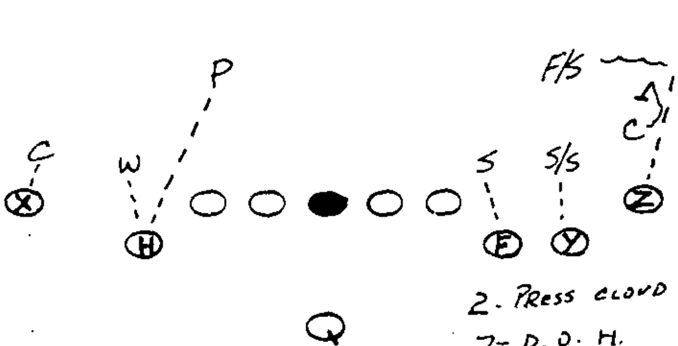

GUN WING RT./LT.



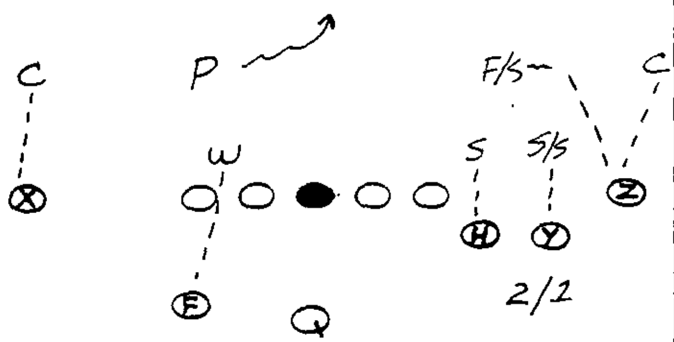

GUN TRIO RT./LT. EAST




GUN WING RT./LT. EAST FLEX

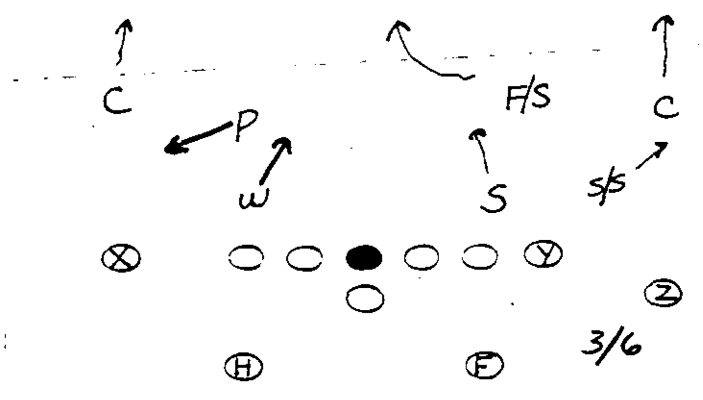



GUN SPREAD RT./LT.

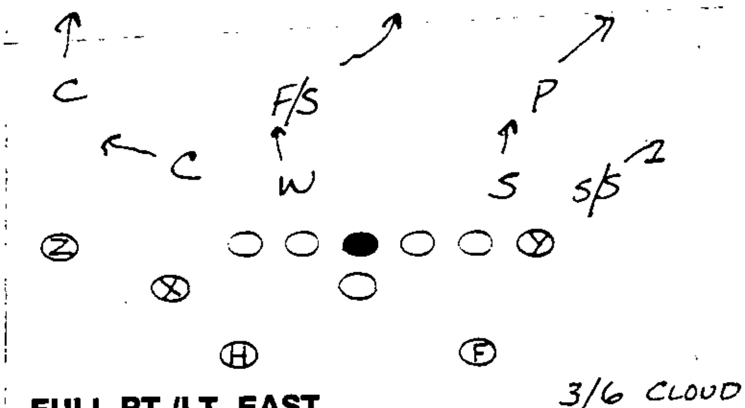



GUN TRIPS RT./LT.- FLEX

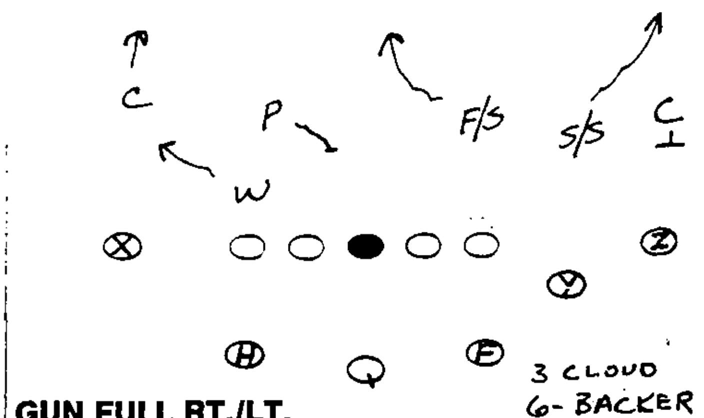
# EXTRA DEF. BACK COVERAGES—COVER —3/6— VARIATIONS



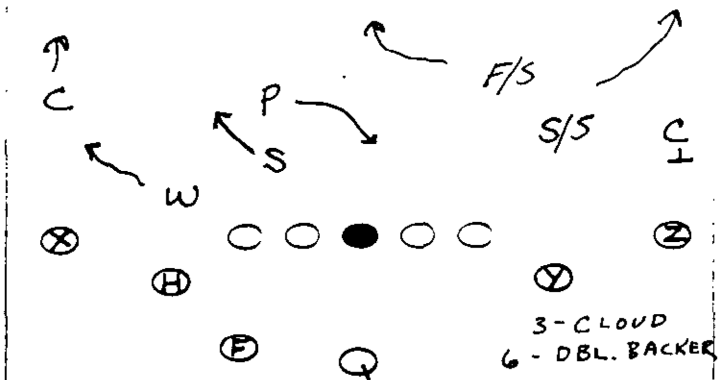

**FULL RT./LT.** **1-PIRATE**



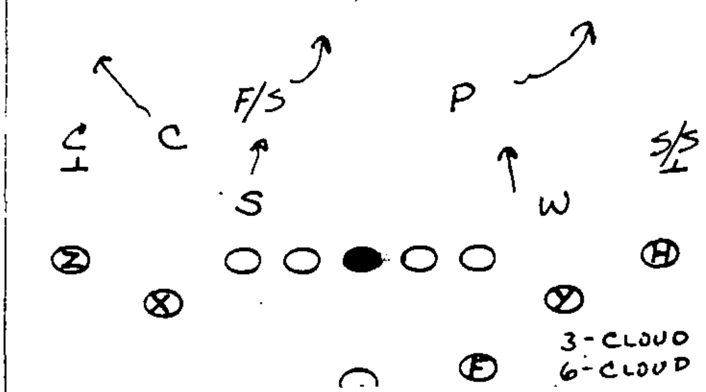

**FULL RT./LT. EAST**



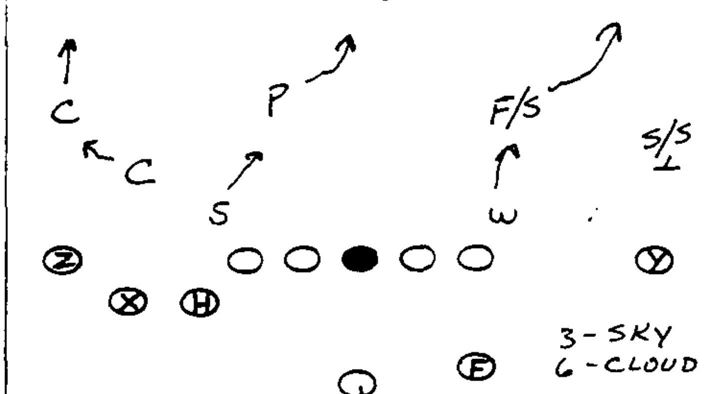

**GUN FULL RT./LT.**



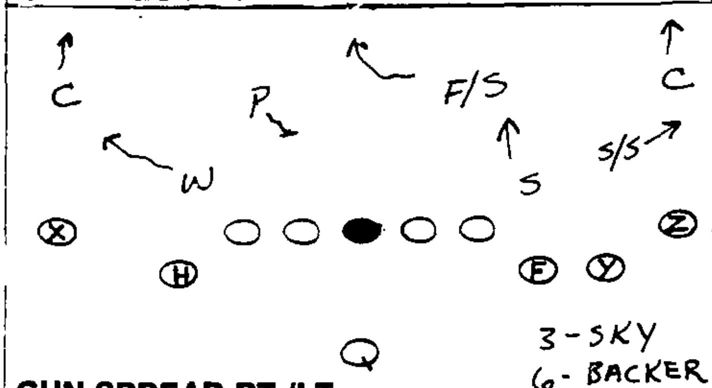

**GUN WING RT./LT.**



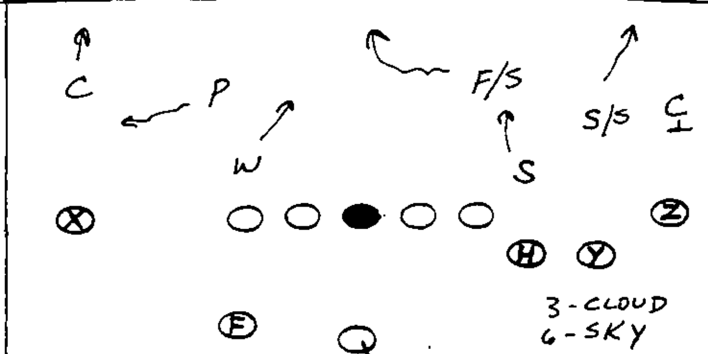

**GUN TRIO RT./LT.** **EAST**




**GUN WING RT./LT. EAST FLEX**

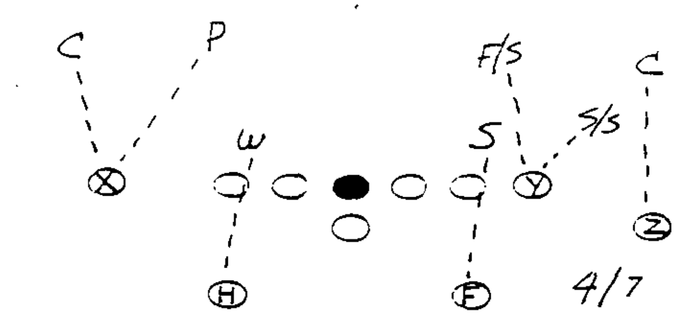



**GUN SPREAD RT./LT.**

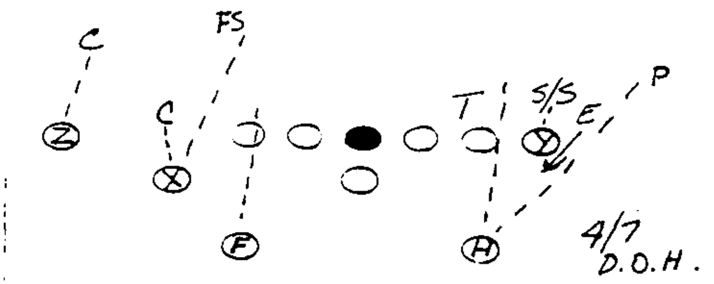



**GUN TRIPS RT./LT.- FLEX**

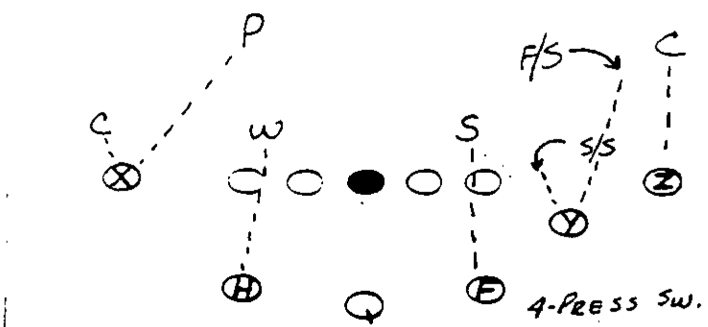
## EXTRA DEF. BACK COVERAGES—COVER —4/7— VARIATIONS



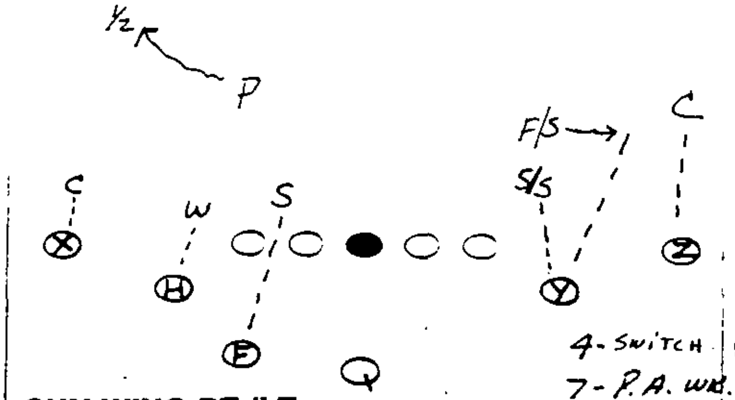

**FULL RT./LT.**



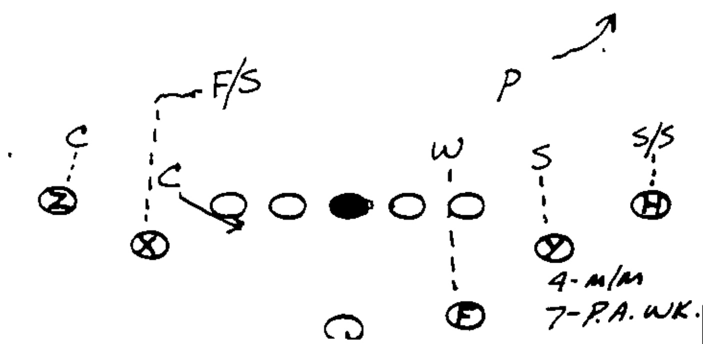

**HALF RT./LT. EAST**



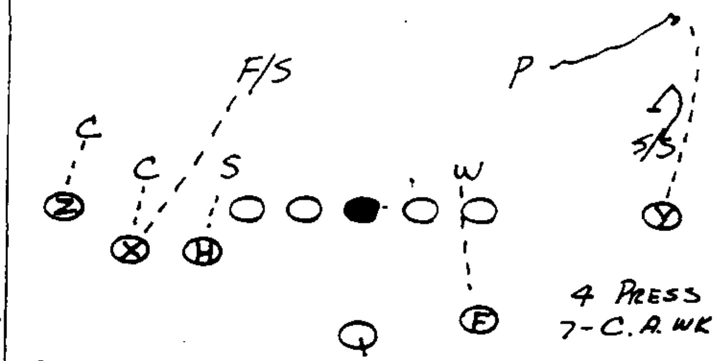

**GUN FULL RT./LT.**



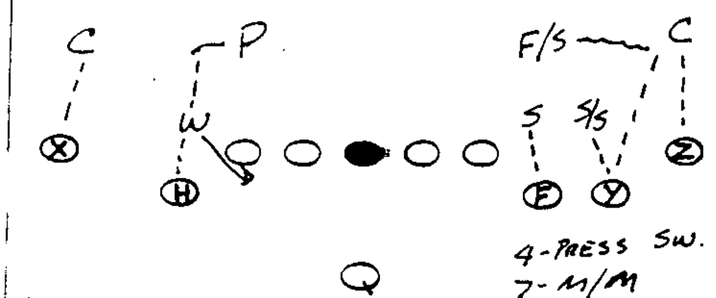

**GUN WING RT./LT.**



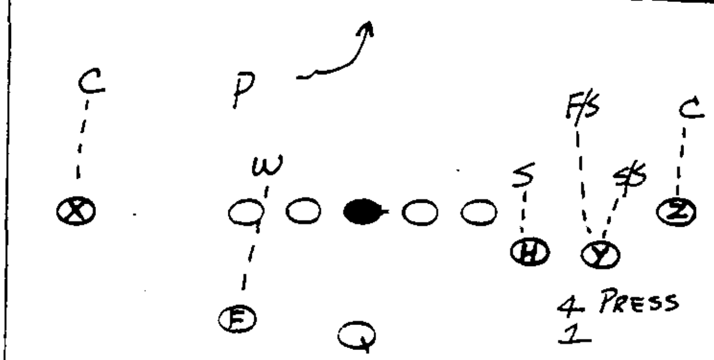

**GUN TRIO RT./LT. EAST**




**GUN WING RT./LT. EAST FLEX**

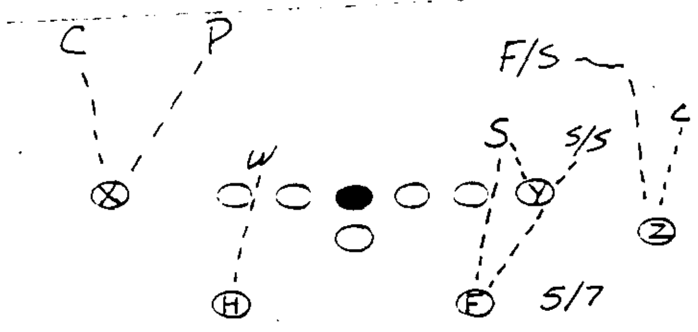



**GUN SPREAD RT./LT.**

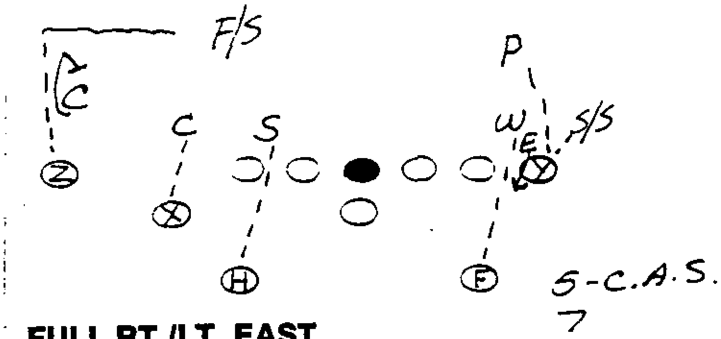



**GUN TRIPS RT./LT.- FLEX**

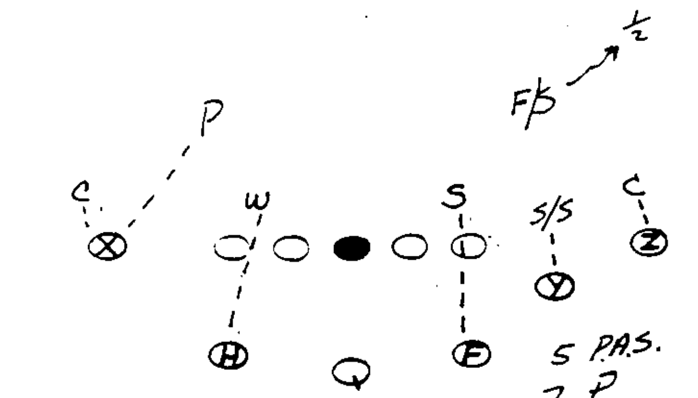
# EXTRA DEF. BACK COVERAGES—COVER —5/7— VAIRATIONS



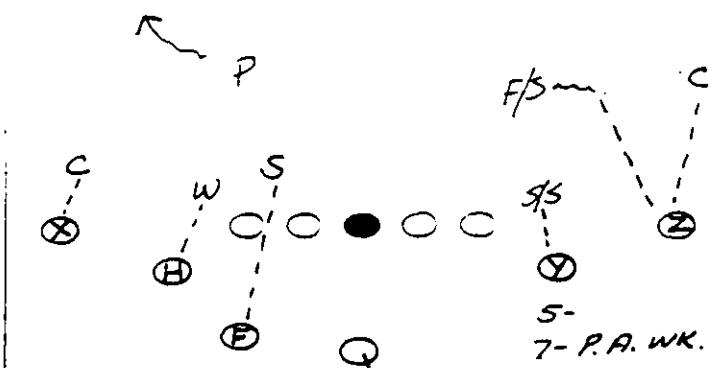

**FULL RT./LT.-**



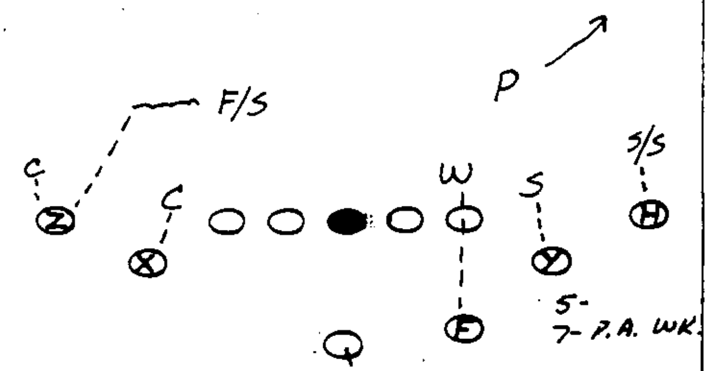

**FULL RT./LT. EAST**



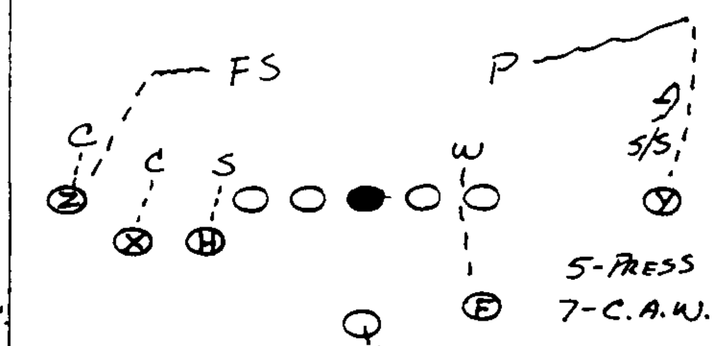

**GUN-FULL RT./LT. PRESS-X**



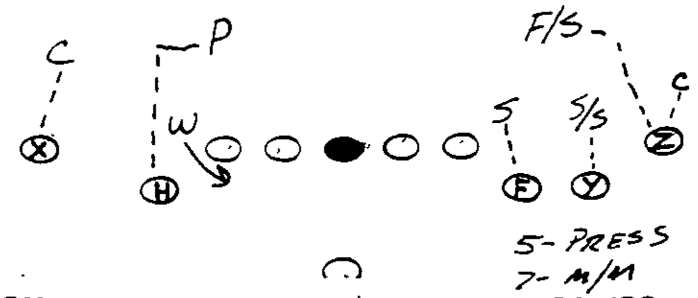

**GUN WING RT./LT.**



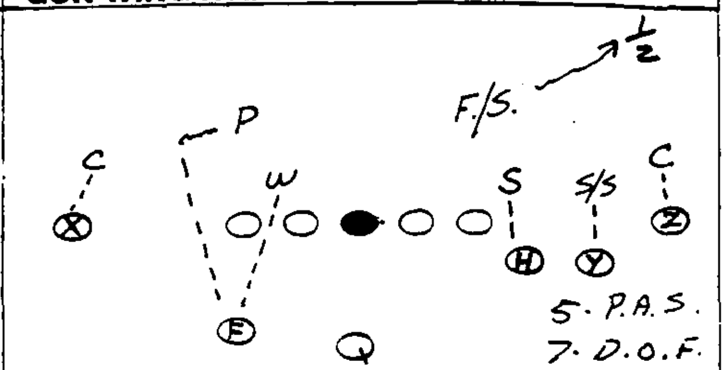

**GUN TRIO-RT./LT. EAST**




**GUN WING RT./LT. EAST FLEX**

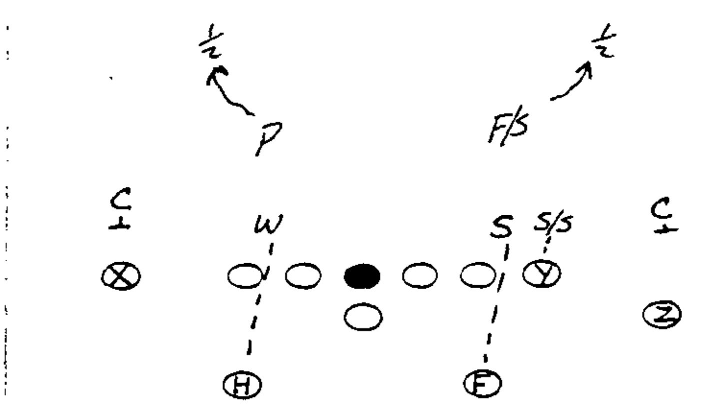



**GUN SPREAD RT./LT. PRESS**

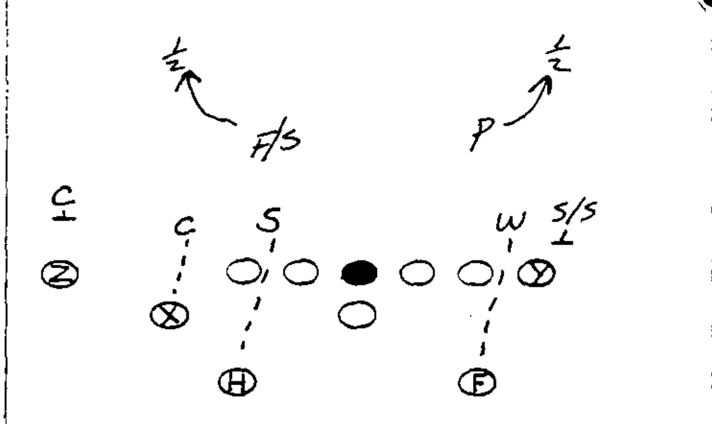



**GUN TRIPS RT./LT.—FLEX**

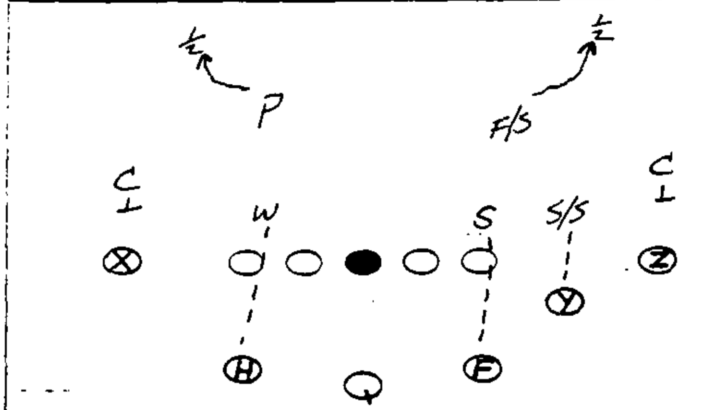
# EXTRA DEF. BACK COVERAGES—COVER –8



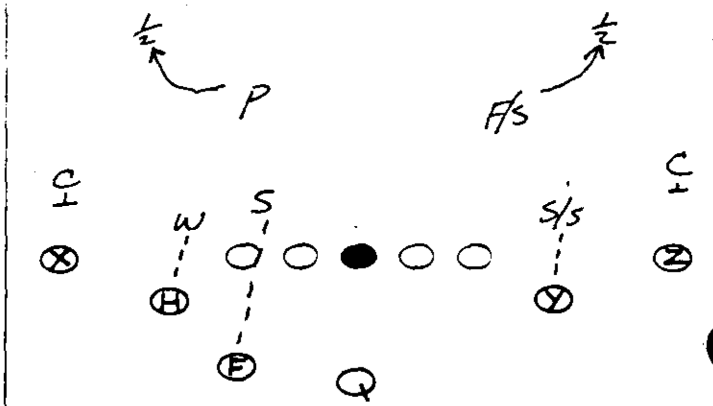
**FULL RT./LT.-**



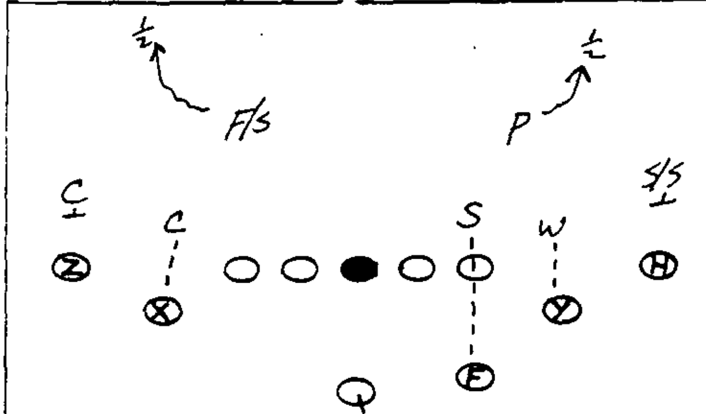
**FULL RT./LT. EAST**



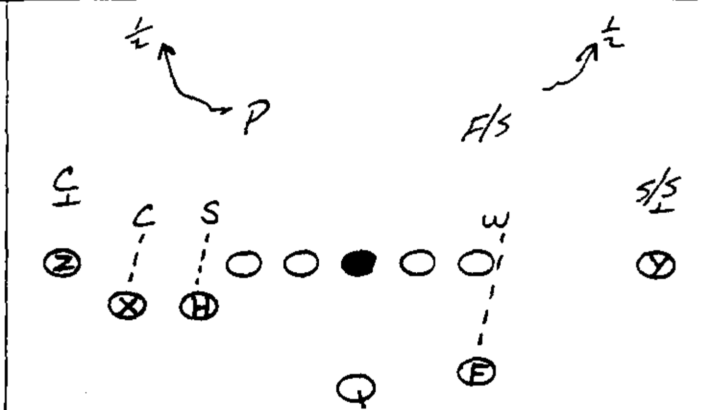
**GUN-FULL RT./LT.** **PRESS-X**



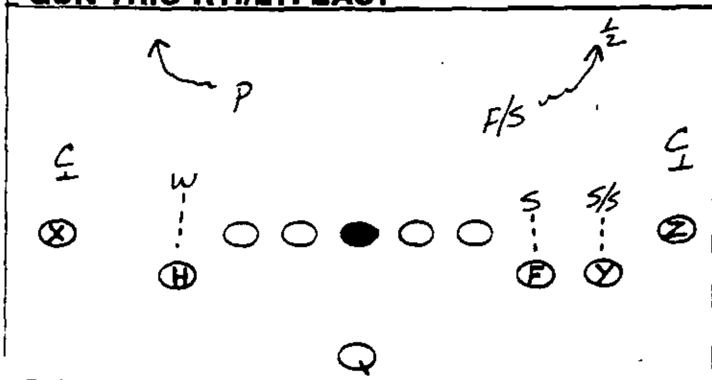
**GUN WING RT./LT.**



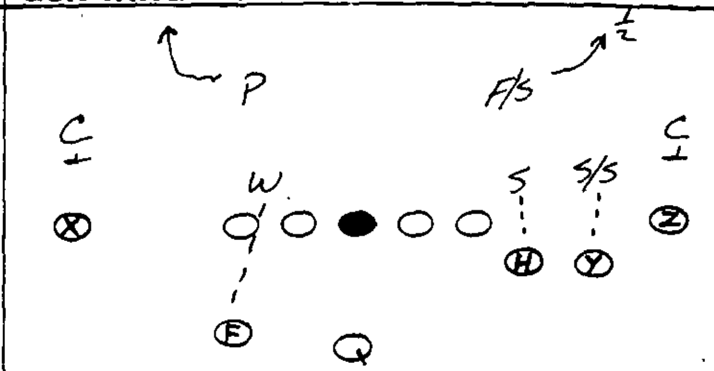
**GUN TRIO-RT./LT. EAST**



**GUN WING RT./LT. EAST FLEX**

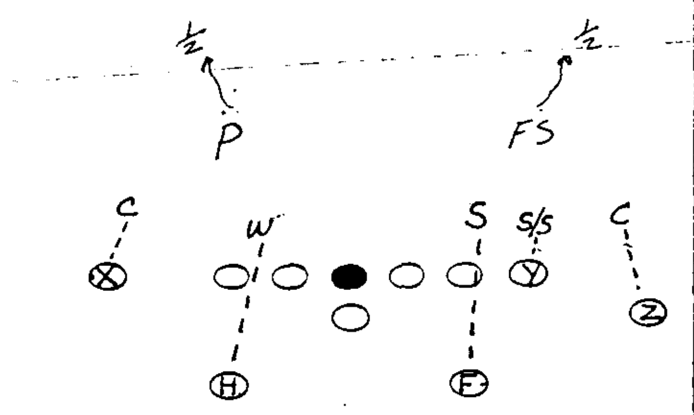


**GUN SPREAD RT./LT.** **PRESS**

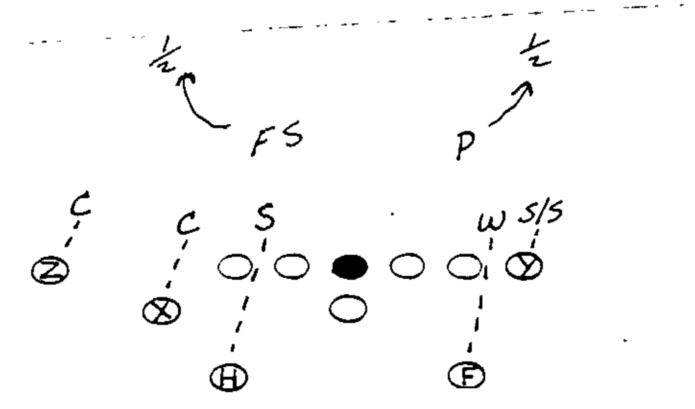


**GUN TRIPS RT./LT.—FLEX**

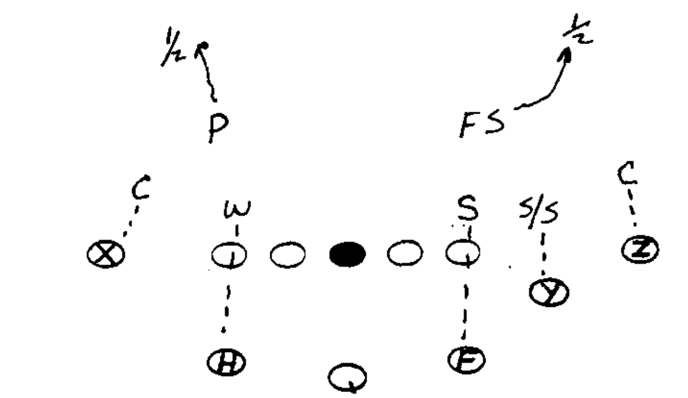
## EXTRA DEF. BACK COVERAGES—COVER —8— YALE



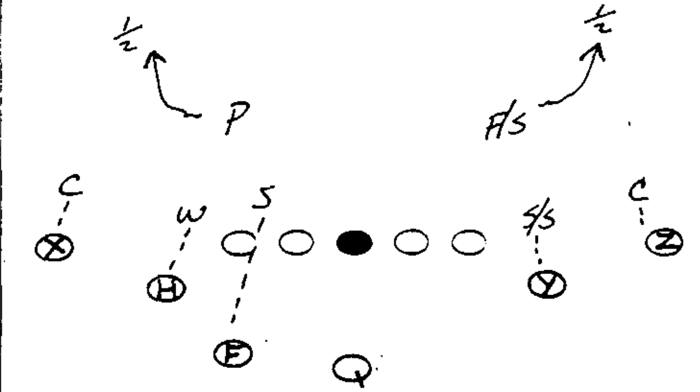
**FULL RT./LT.-**



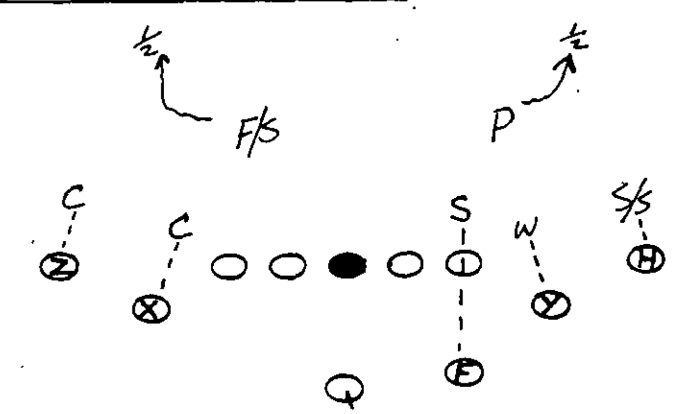
**FULL RT./LT. EAST**



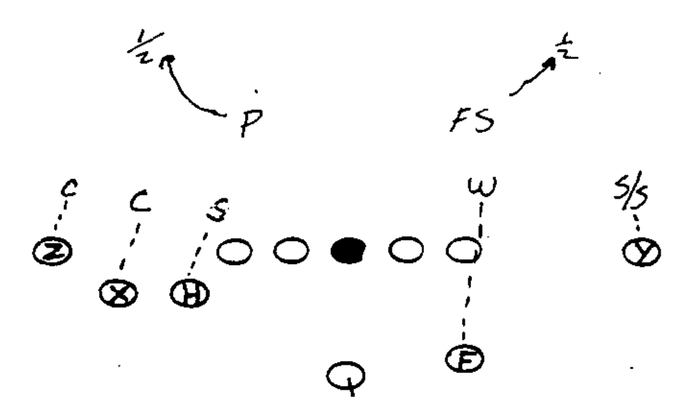
**GUN-FULL RT./LT.** **PRESS-X**



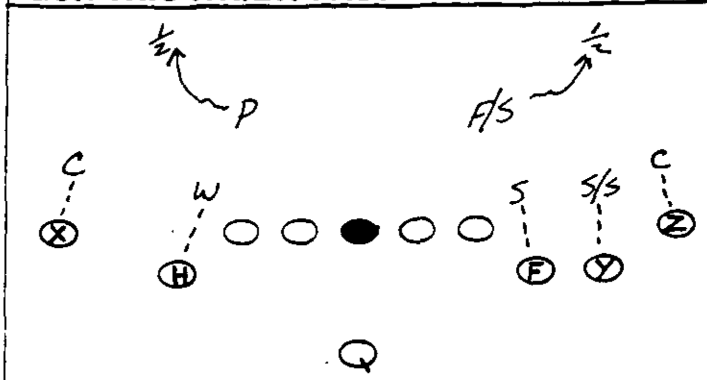
**GUN WING RT./LT.**



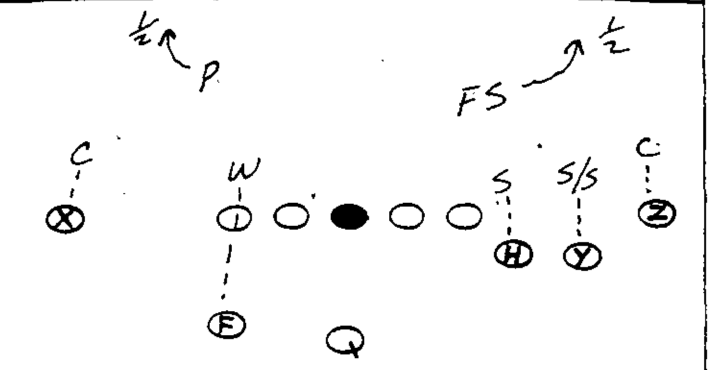
**GUN TRIO-RT./LT. EAST**



**GUN WING RT./LT. EAST FLEX**



**GUN SPREAD RT./LT.** **PRESS**



**GUN TRIPS RT./LT.—FLEX**

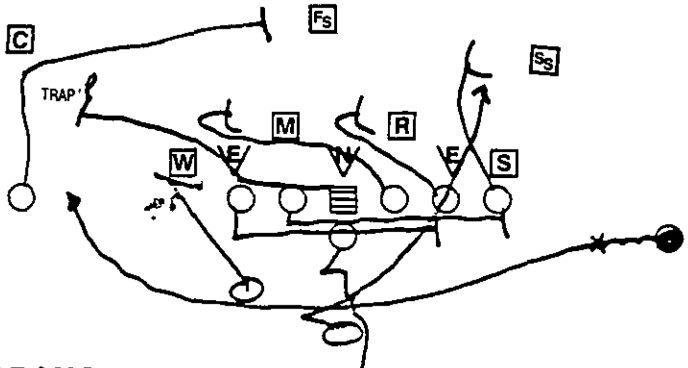
RAIDERS

## THE LOS ANGELES RAIDERS

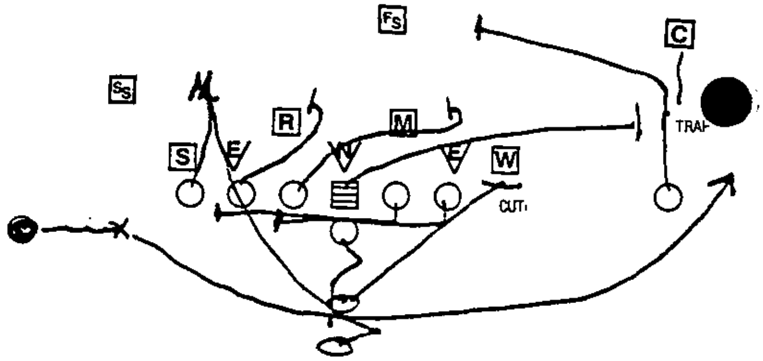
### GADGET LIST

CTR 16/17 OT "Z" REV LT/RT - ORANGE
CRT 16/17 OT "Z" REV LT/RT - RAIDER
FIRE PASS FLIP 18/19 Y LEAD HB PASS
FIRE PASS 18/19 BOB ODD-O HB PASS TO QB
FIRE PASS 30/31 JOKER-O FLEA-FLICKER
58/59 "Z" REV LT/RT - ORANGE
58/59 "Z" REV LT/RT - RAIDER

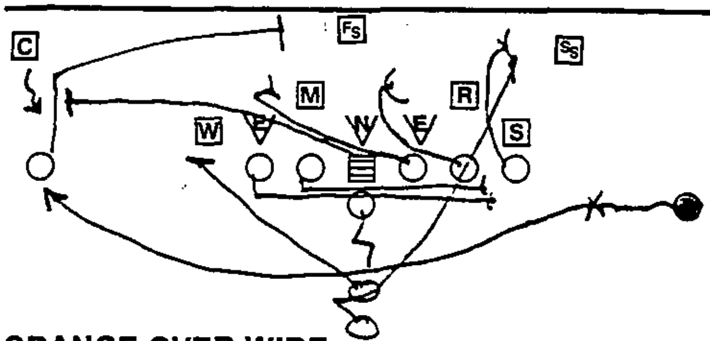
# CTR 16/17 OT "Z" REV LT/RT



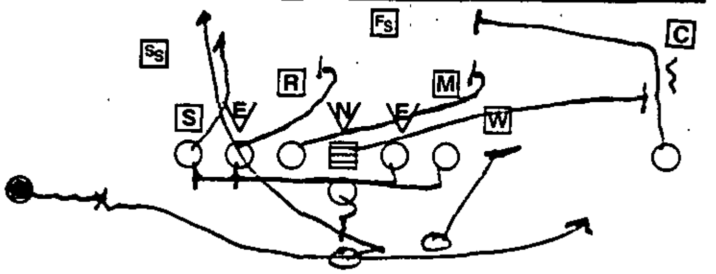

ORANGE



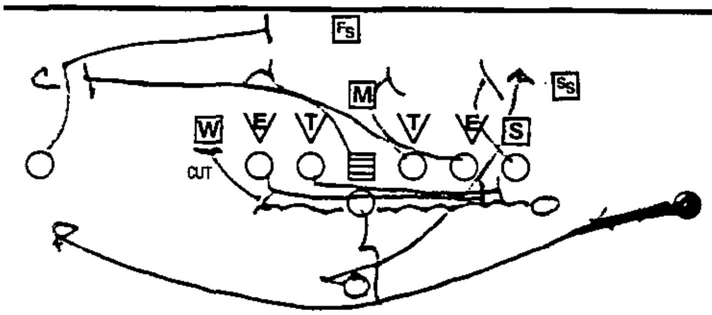

ORANGE



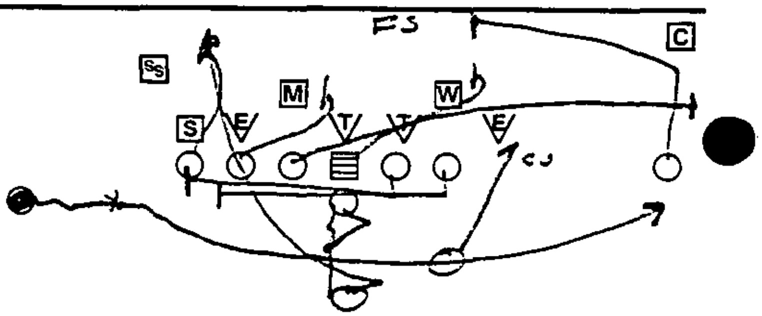

ORANGE OVER WIDE



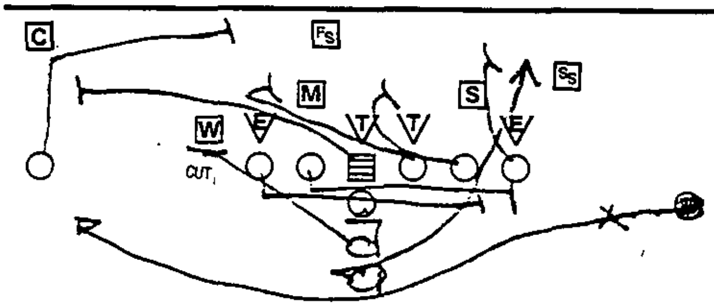

ORANGE UNDER L



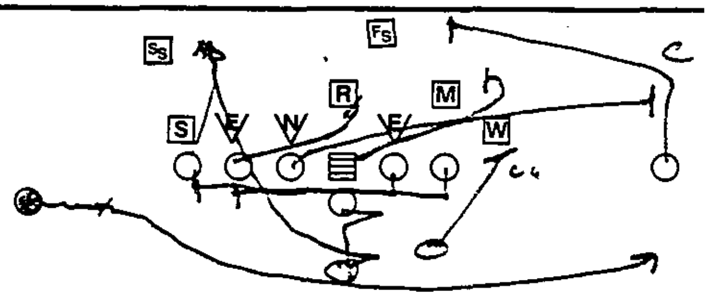

30



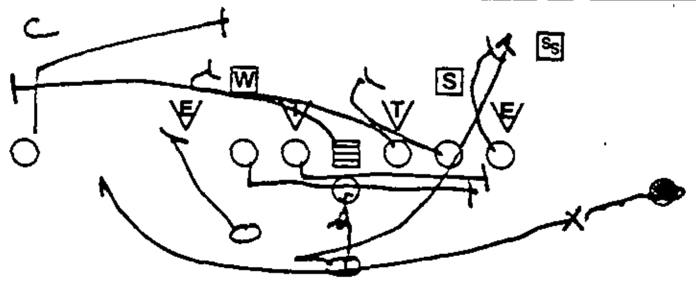

UNDER 40L



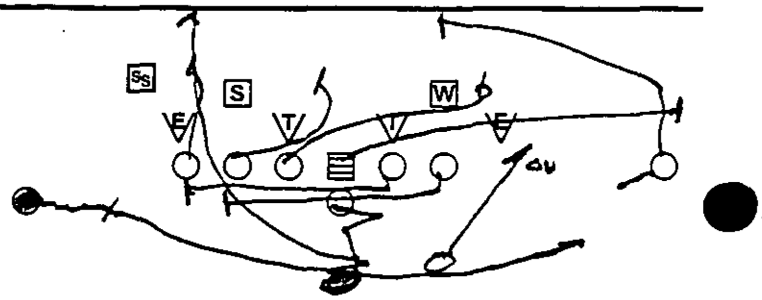

OVER WIDE




ORANGE STRONG

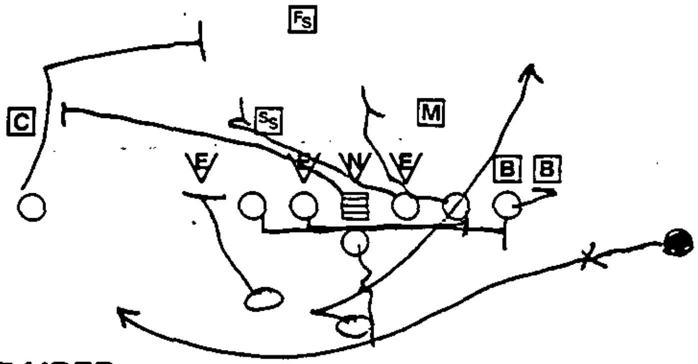



PIRATE

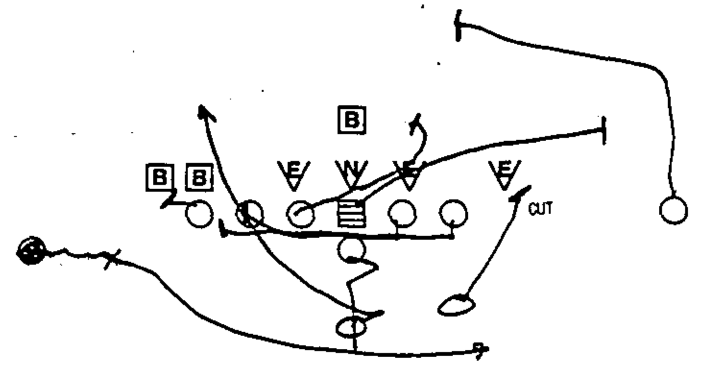



PIRATE

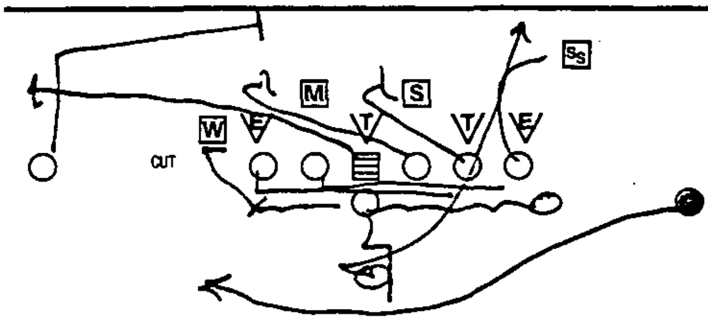
# CTR 16/17 OT "Z" REV LT/RT



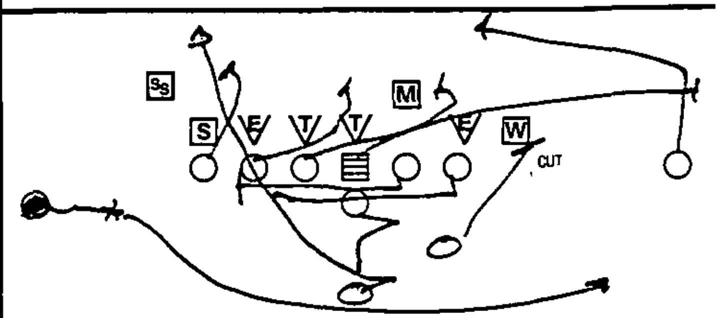

RAIDER




RAIDER




OVER LOU




OVER 50

NOTES



NOTES



NOTES



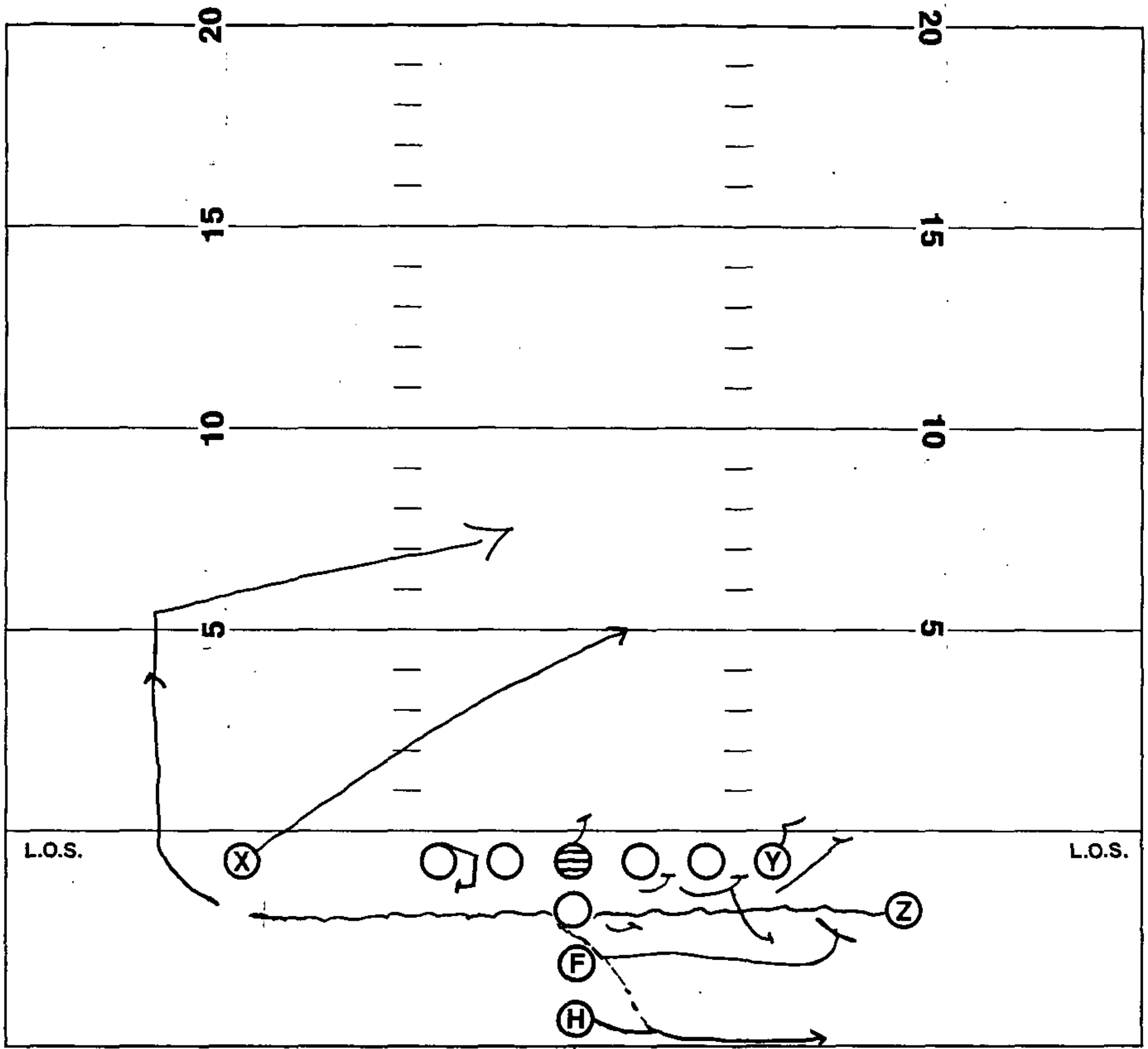
NOTES



REMARKS

REMARKS

# FIRE PASS FLIP 18/19 Y HB PASS




**NOTES**

GADGET.Fire Pass Flip 18/19, et al

QB- Use scare technique on back side.

HB- Remember if nobody's open, run the ball.

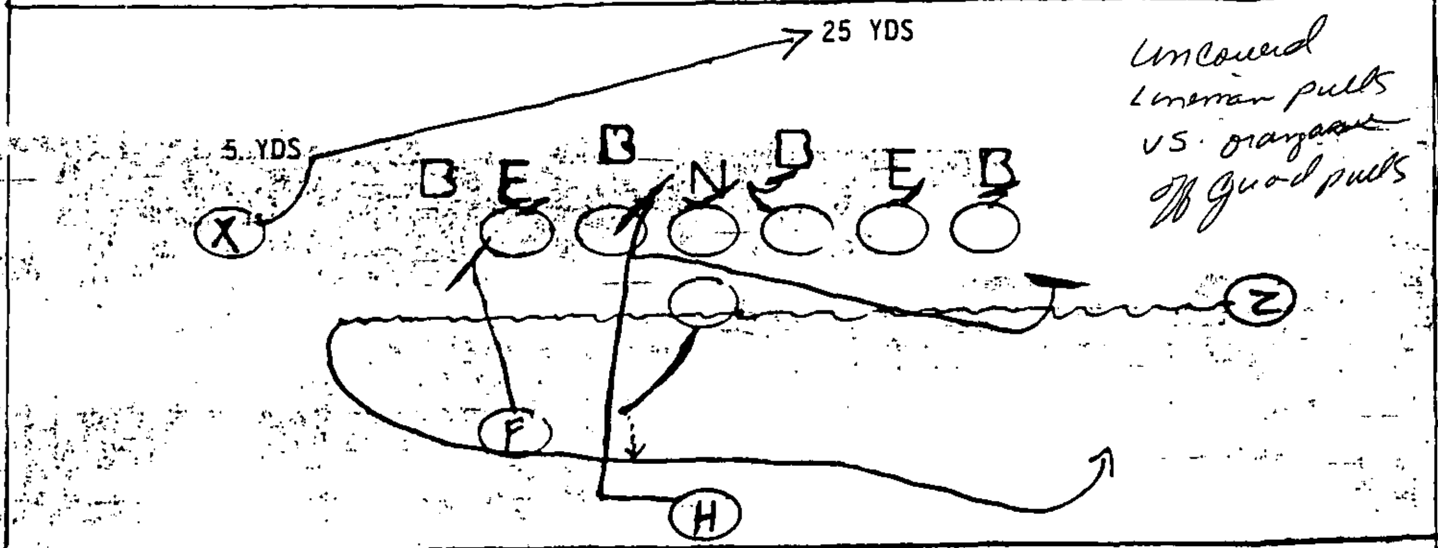
FB- Always block first force.

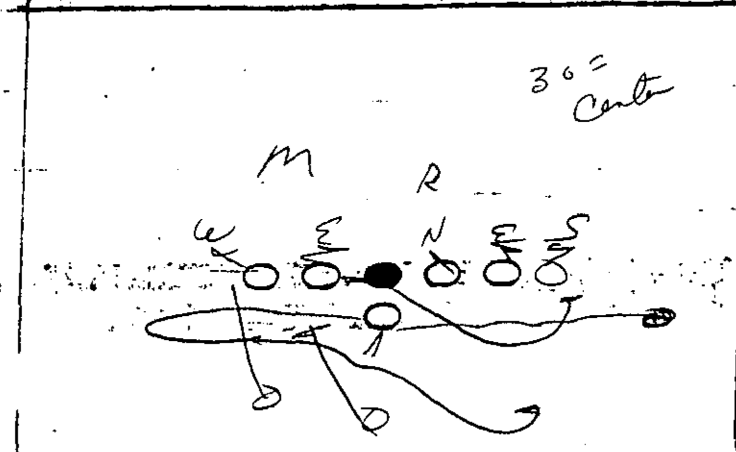
**ROUTE ADJUSTMENTS**

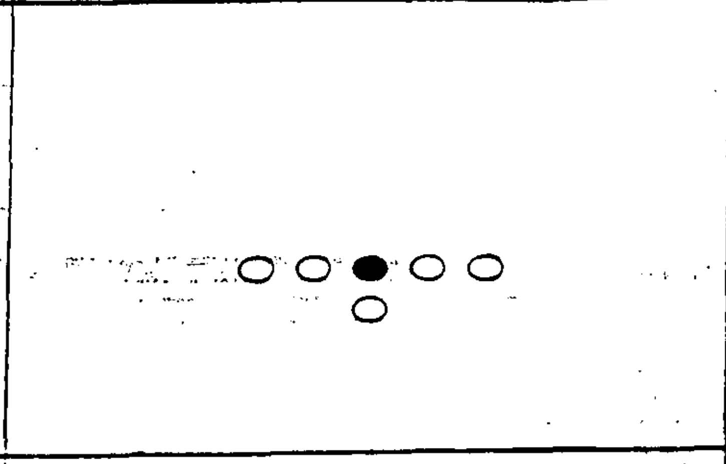
X Run Flag Route

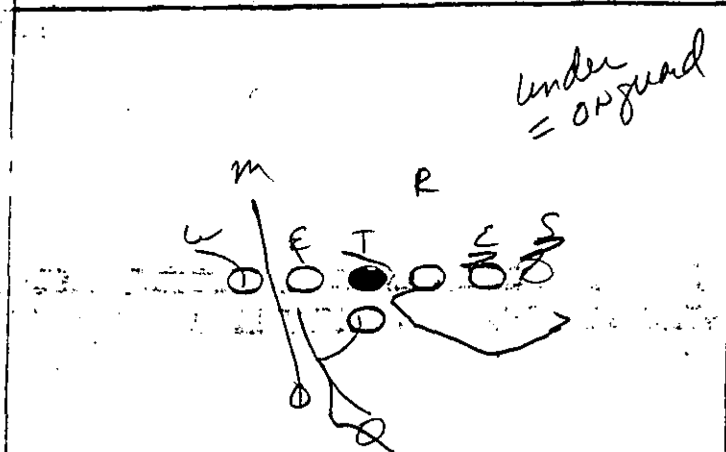
Z- Run a short crossing route.

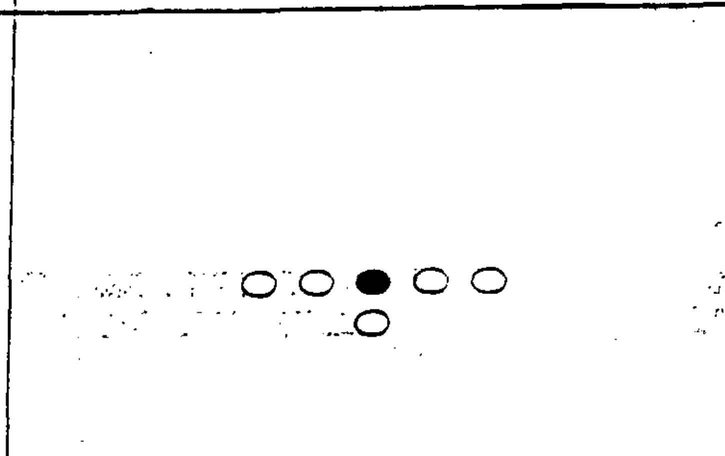
PLAY: FAKE 15L Z REV PASS RT FORMATION: H I EAST Z-OP

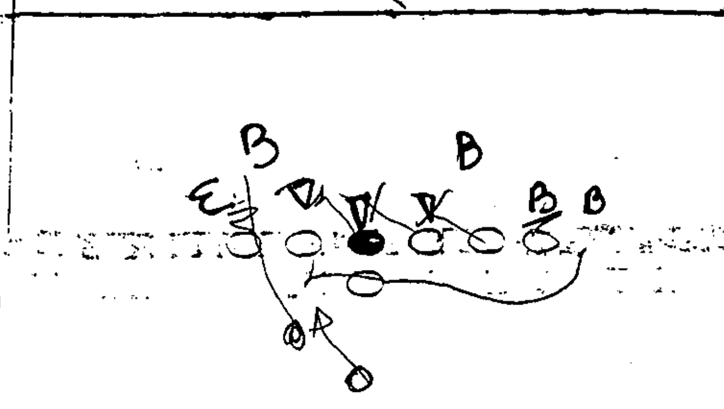


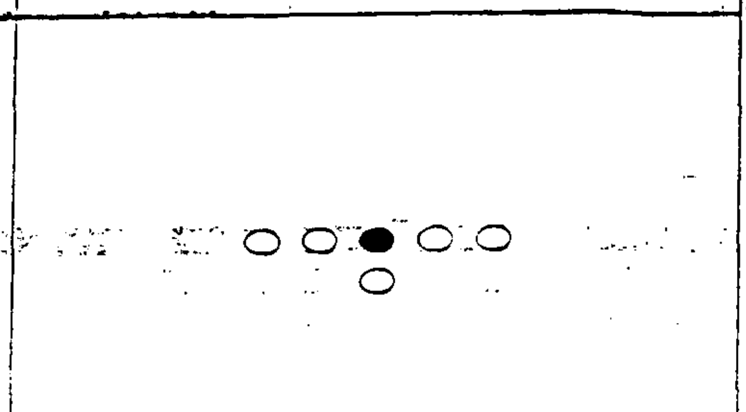



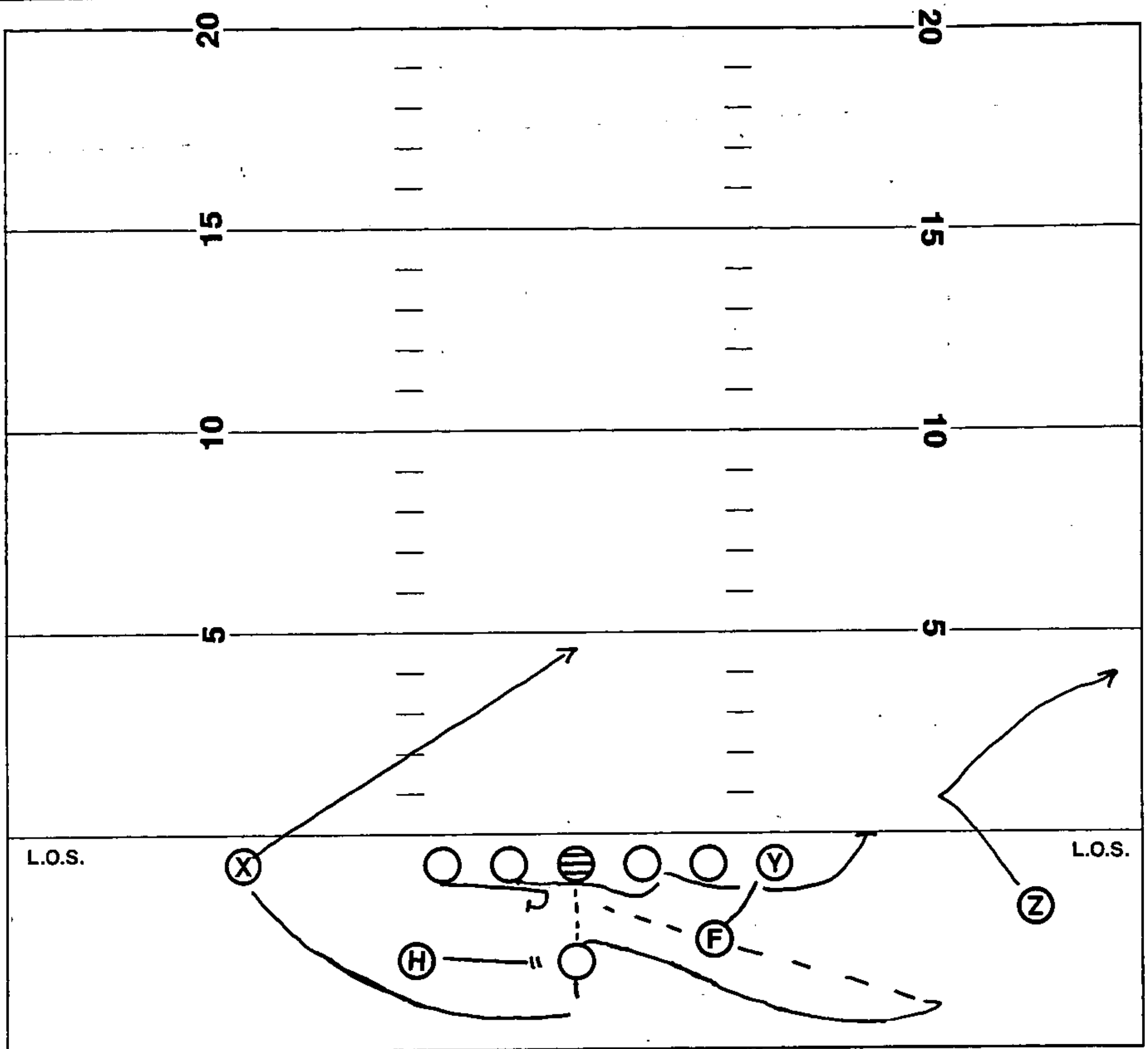




# FIRE PASS 18/19 BOB ODD-O HB PASS TO QB




**NOTES**

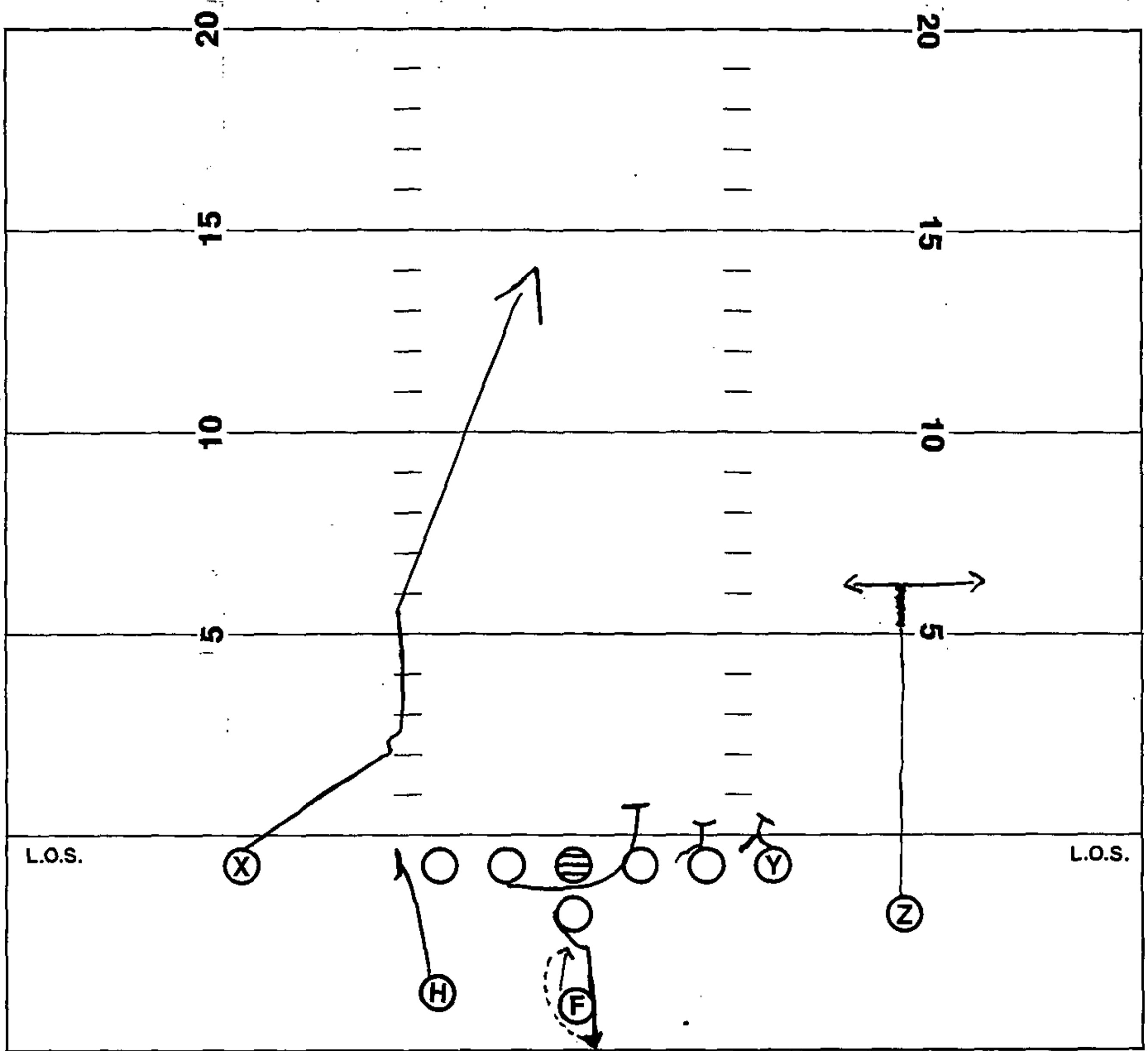
QB- Delay a few seconds to allow the defense to chase the ball.

HB- Get width with the ball. Gain depth once you get the ball. Show run first.

**ROUTE ADJUSTMENTS**

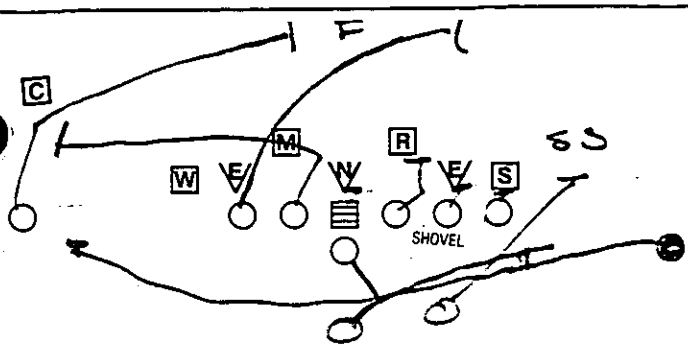
All Receivers run play called.

# FIRE PASS 30/31 JOKER-O FLEA-FLICKER

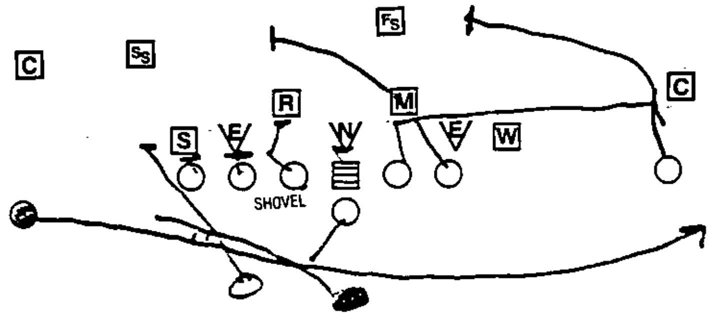



| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB-<br>- Hand the ball off, then get depth away from Los.<br>If F/S bites on running play, throw the post. If not, throw to the Z Receiver.<br><br>HB- Block your assignment. | X- Come down at the F/S. Show blocking assignment first, then run a post route.<br><br>Z- Run 5 yard 0 Route. If corner is sitting on you in man coverage, then run a crossing route. (Get open.) |

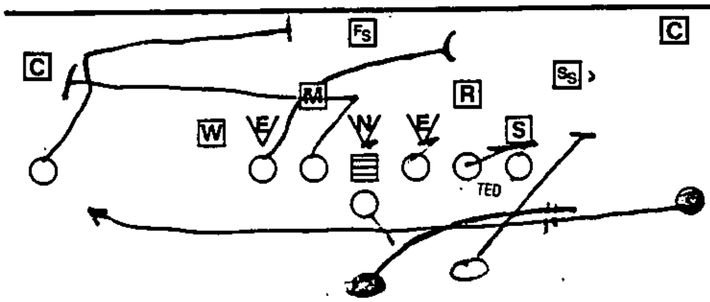
# 58/59 "Z" REV LT/RT



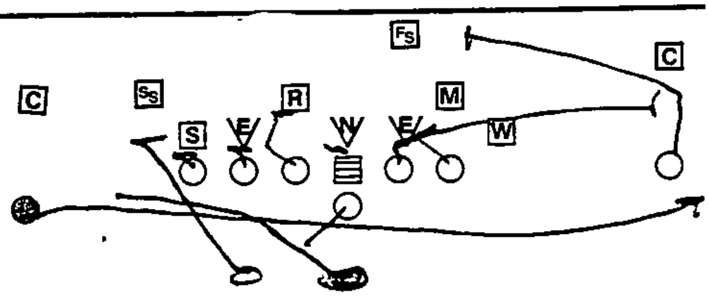

ORANGE



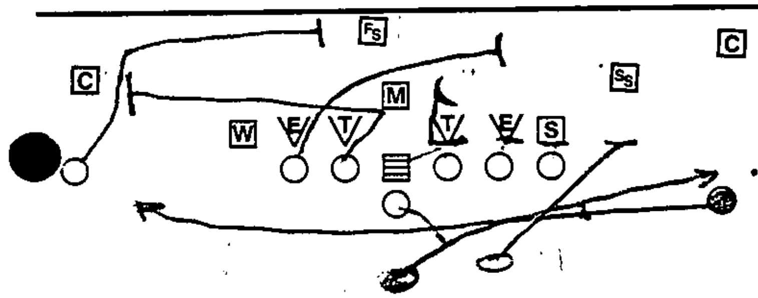

ORANGE



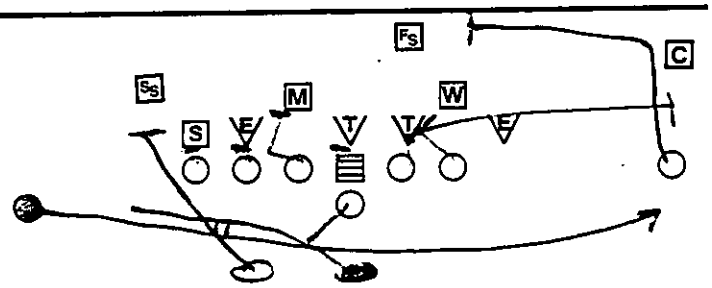

ORANGE OVER WIDE



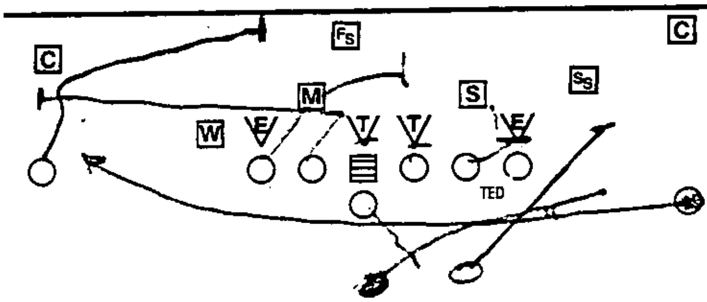
ORANGE UNDER L



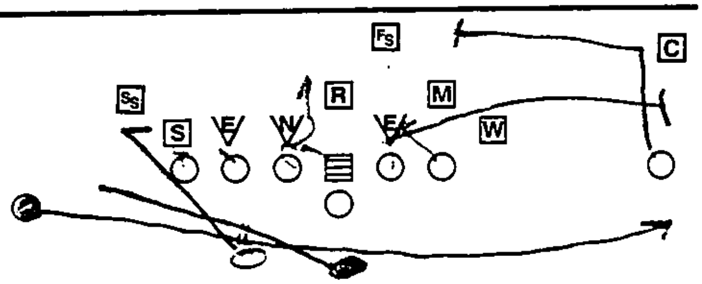
30



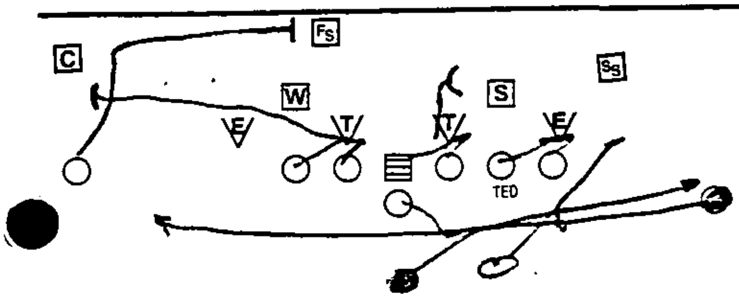
UNDER 40L



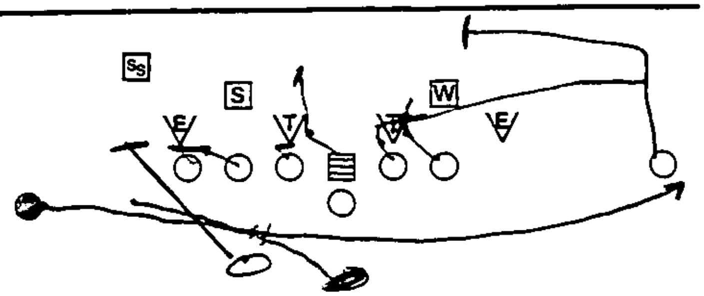

OVER WIDE



ORANGE STRONG

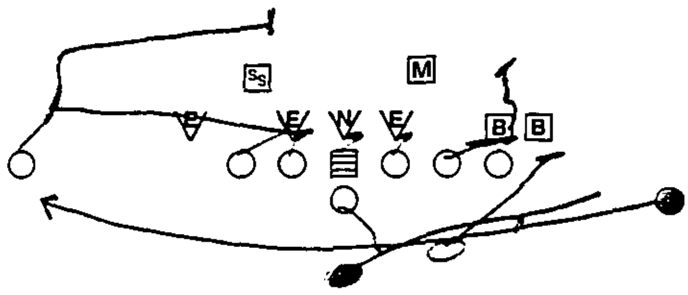


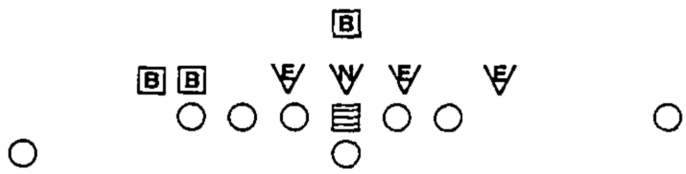

PIRATE



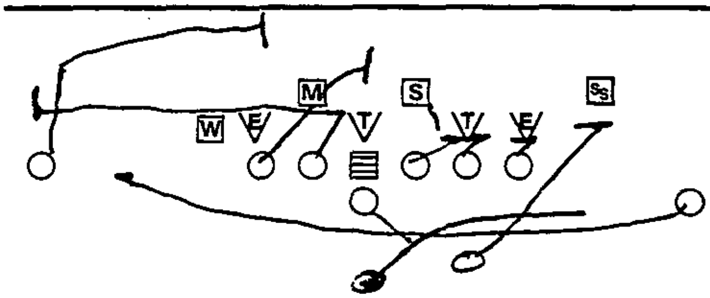
PIRATE

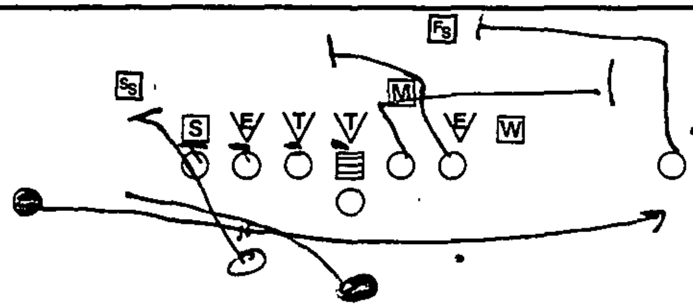
# 58/59 "Z" REV LT/RT





**RAIDER** | **RAIDER**





**OVER LOU** | **OVER 50**

**NOTES**



**NOTES**



**NOTES**



**NOTES**

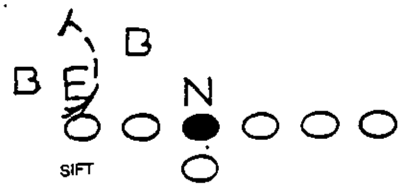


**REMARKS**

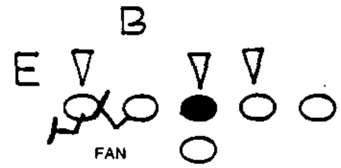
**REMARKS**

# OFFENSIVE LINE TERMINOLOGY

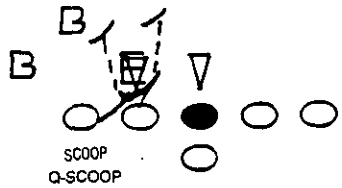
# BACK SIDE TACKLE RUN COMBO TERMS - WEAK SIDE



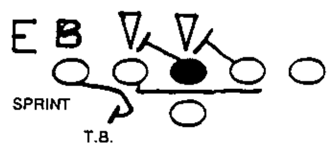
SIFT



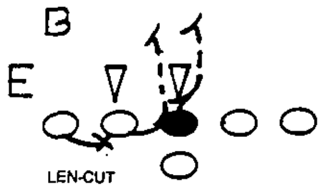
FAN



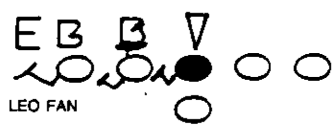
SCOOP
Q-SCOOP



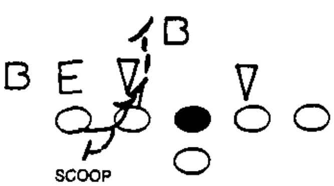
SPRINT
T.B.



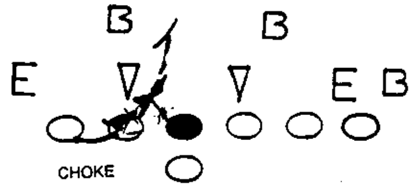
LEN-CUT



LEO FAN

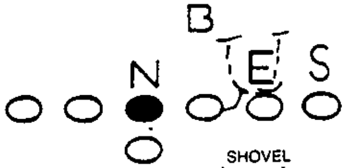


SCOOP

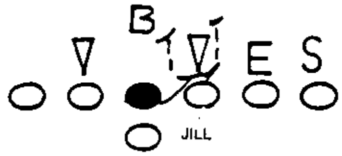


CHOKE

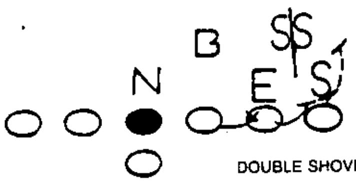
# FRONT SIDE COMBOS RUNS - SHOVEL



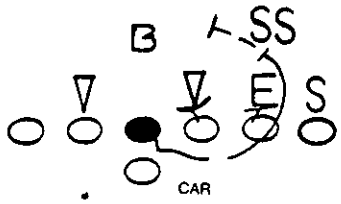

SHOVEL



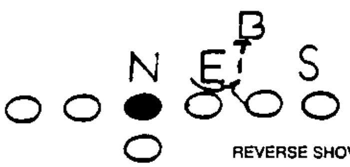

JILL



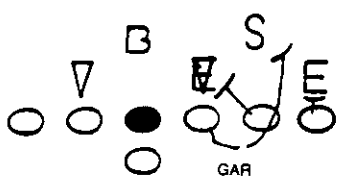

DOUBLE SHOVEL



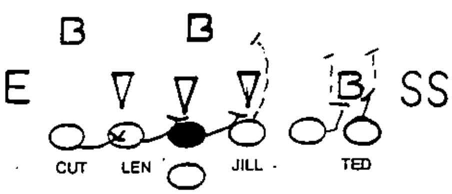

CAR



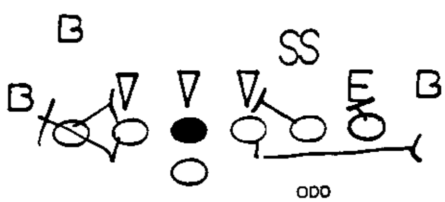

REVERSE SHOVEL




GAR

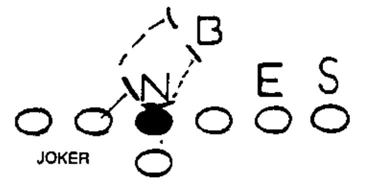


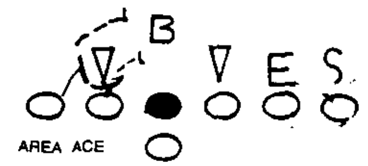

CUT LEN JILL TED

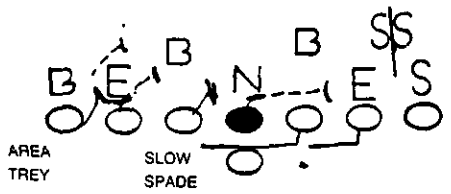


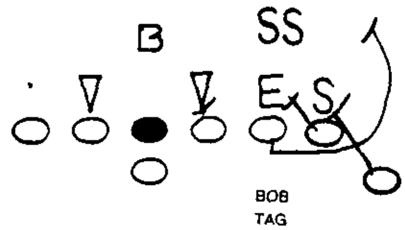

ODO

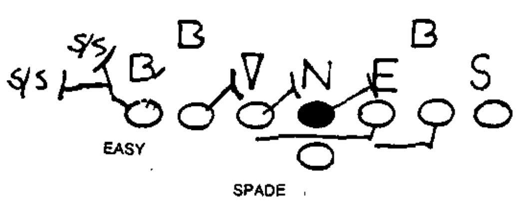
# FRONT SIDE COMBOS RUNS - JOKER

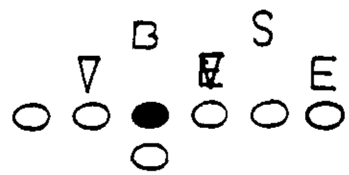


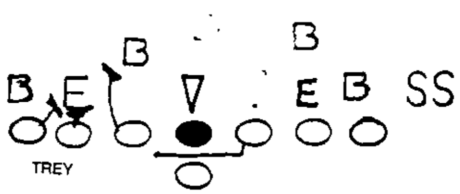



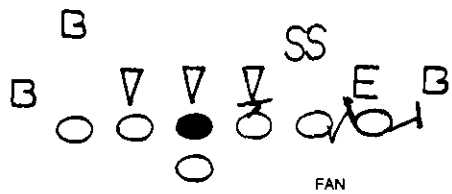



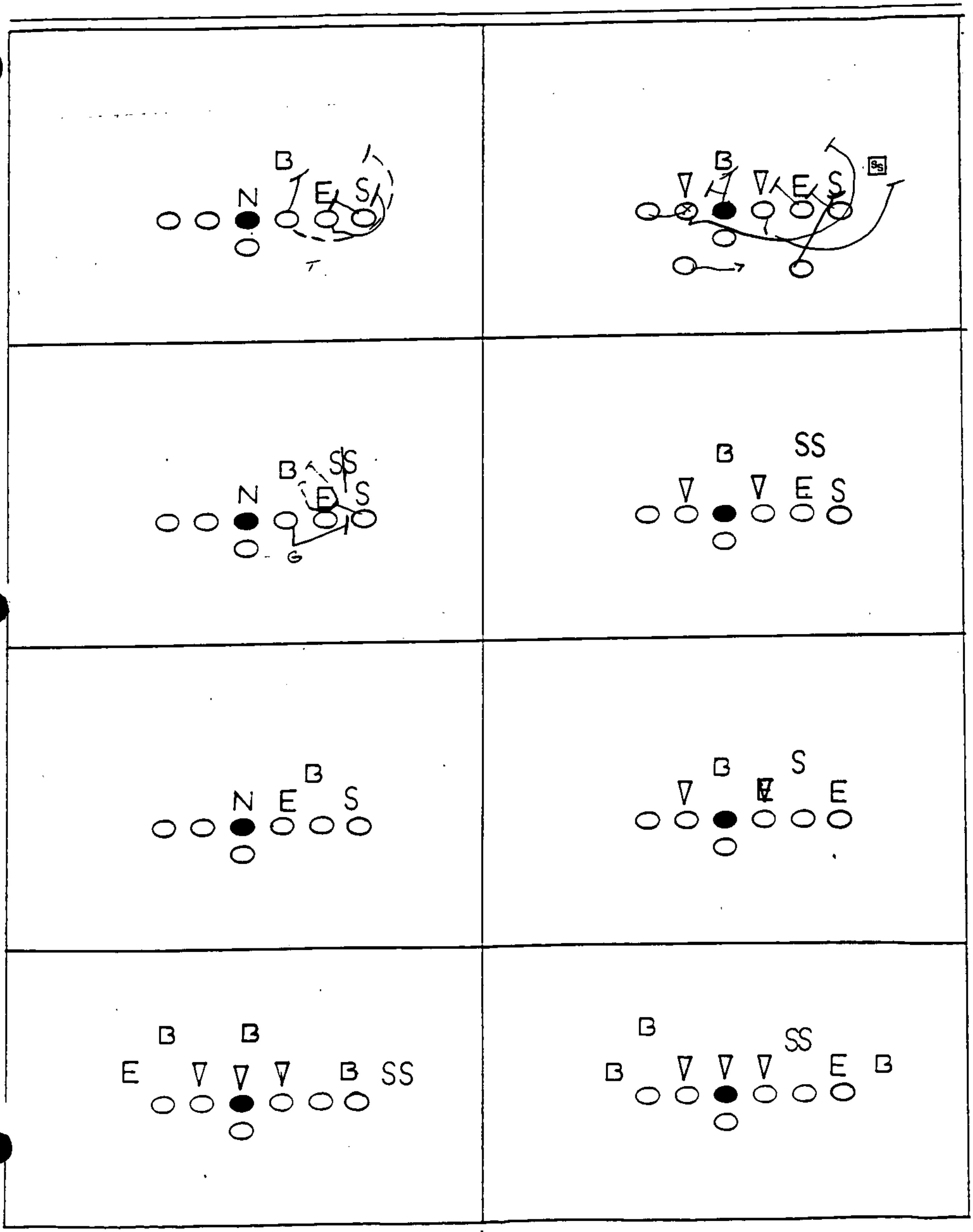



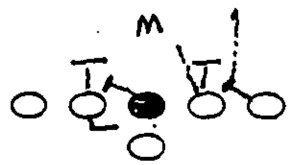



# FRONT SIDE COMBOS RUNS

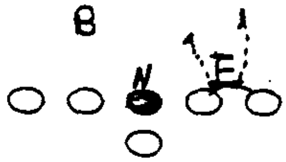


## AREA "ACE"



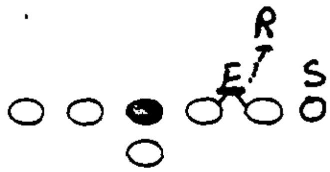

CTR 66 OT

## AREA "DEUCE"



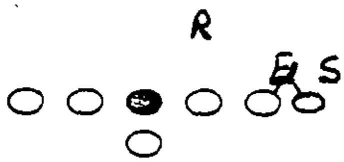

16 BOB TREY-O

## REVERSE SHOVEL



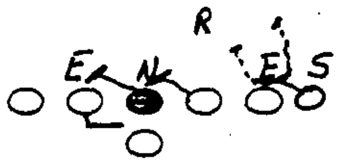

14

## TREY



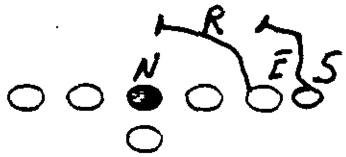

16 BOB TREY-O

## AREA "TREY"



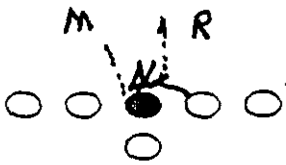

16 BOB TREY-O

## KING




34 KING

## AREA "JOKER"




34

## SPADE



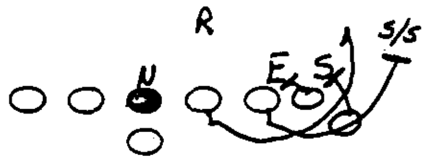

CTR 16 OT

## GAR



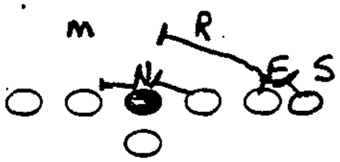

FLIP 18 SHORT YARDAGE

## TAG



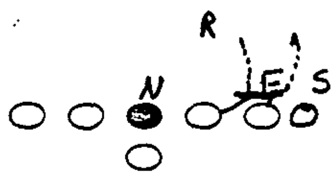

FLIP 18 BOB TAG

## SLAM & SEAL



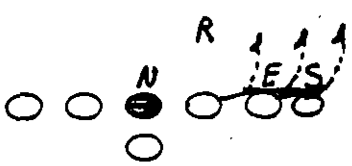

CTR 66 OT

## SHOVEL



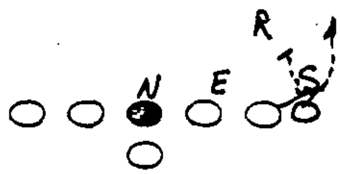

66 Y LEAD

## DOUBLE SHOVEL



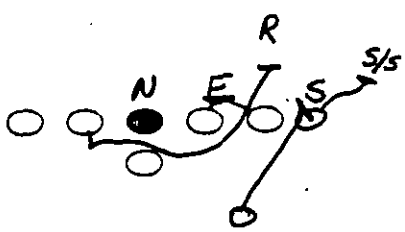

66 U

## TED



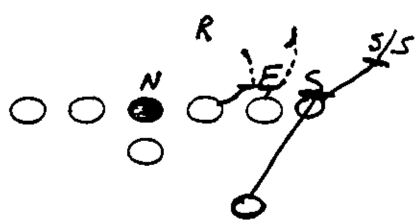

FLIP 68Y LEAD

## EASY

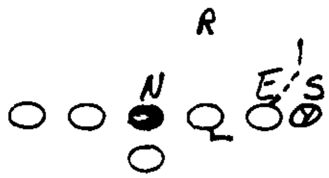
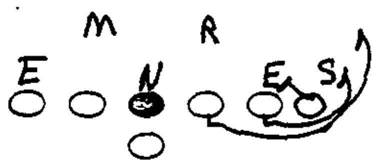
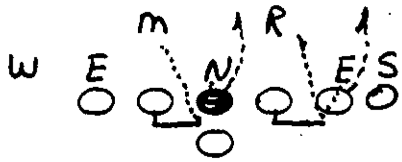
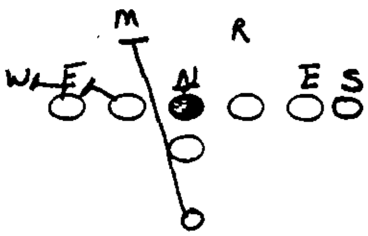
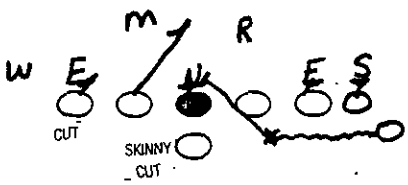
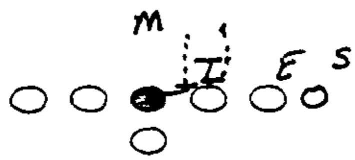



16 BOB TREY-O

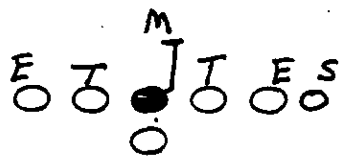
## BOOM EASY




FLIP 18 BOOM EASY

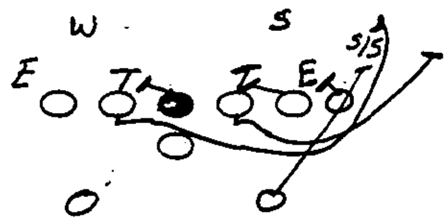
| **MAN** | **"Y"** |
|---|---|
|  14 |  FLIP Y LEAD |
| **"U"**  FLIP 19 U LEAD | **"T"**  FLIP 68 Y LEAD |
| **QUICK SLIP**  FLIP 18 Y LEAD | **HOE**  15 HOE |
| **"WHAM"**  62 HB WHAM | **"JILL"**  68 Y LEAD |

## TIGHT JILL



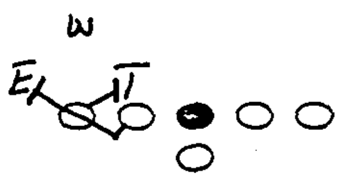
14

## ODD



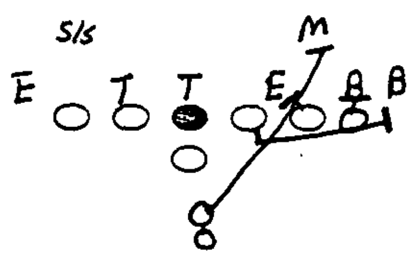
18 BOB ODD "O"

## ODD



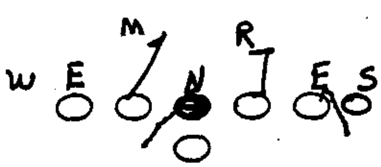
15 ODD

## ODD



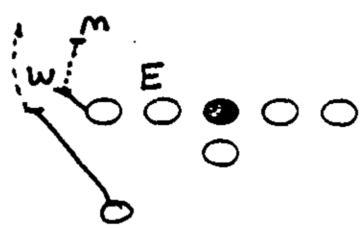
14 ODD

## INFLUENCE/SUCKER



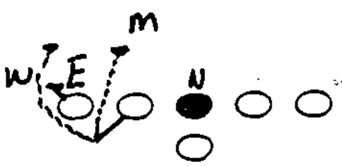
50 SUCKER

## "AREA"



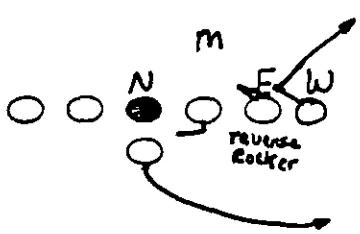
FLIP 69 L

## ROCKER



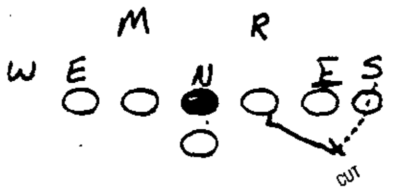
SPRINT DRAW 5

## BOOT LEG (PASS)



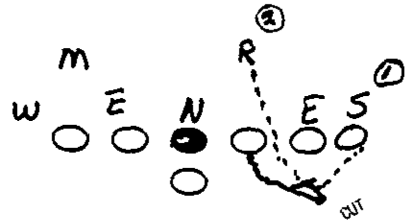
BOOT LEG RT

## "I'M OUT" (PASS)



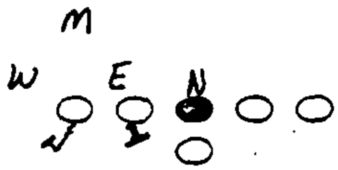

ROK

## DUAL OUTSIDE (PASS)



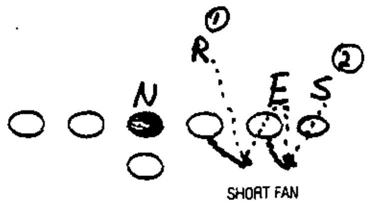

ROK

## WHAM (PASS)



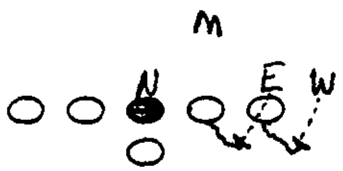

RON

## SCAT DUAL INSIDE (PASS)



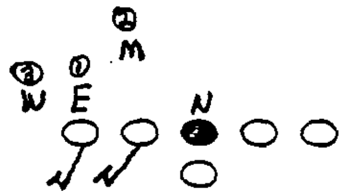

SCAT

## FAN (PASS)



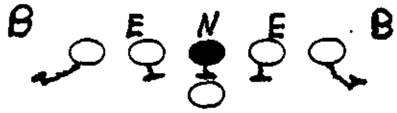

RAM

## SHORT FAN (DUAL PASS)



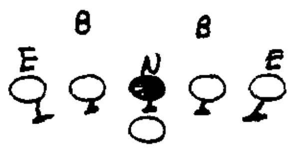

SCAT

## SOLID (PASS)



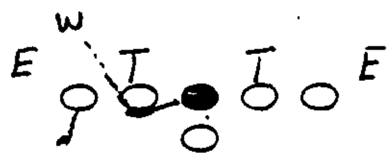

LOU

## SOLID (PASS)



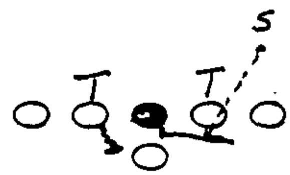

MID

## KEY (PASS)



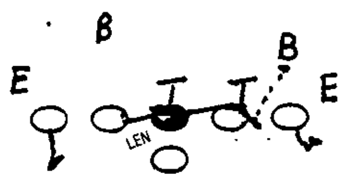

*CK LEO

## BUCKET "TECHNIQUE" (PASS)



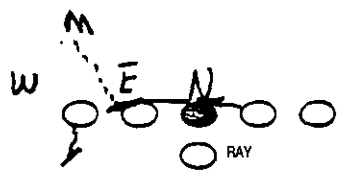

RAM *CK ROGER

## LEN (PASS)



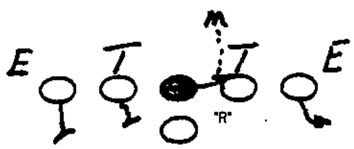

RAM

## RAY (PASS)




LOU

## "R" (PASS)



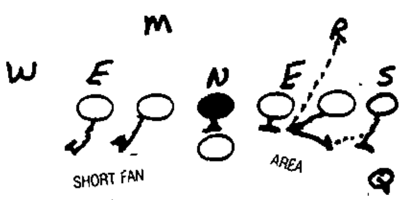

DEEP

## "L" (PASS)



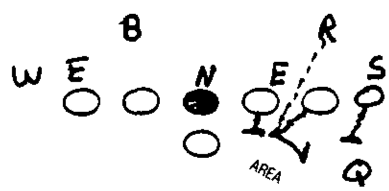

MID

## "Q" AREA (PASS)



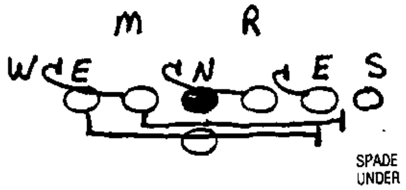

LOU Q

## "Q" (PASS)



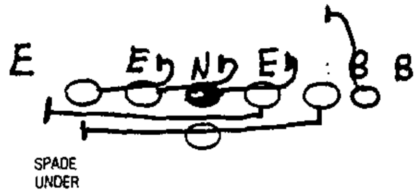

MID Q

**NAKED OT (PASS)**



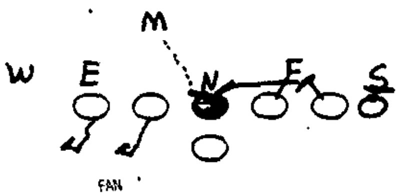

NAKED LT CTR 66 OT

**NAKED OT (PASS)**




NAKED RT CTR 67 OT OT

**SLOW SPADE (PASS)**




S LEE

**JOKER (PASS)**



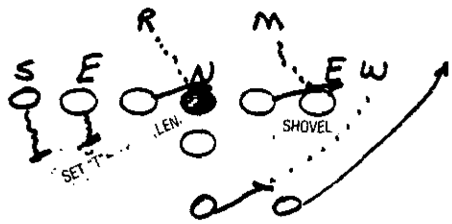

K LEE

**WAGGLE (PASS)**



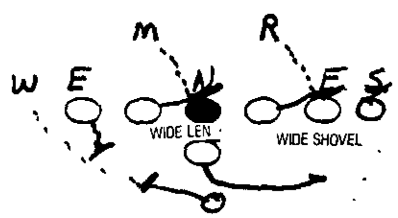
WAGGLE RT

**"W" (PASS)**

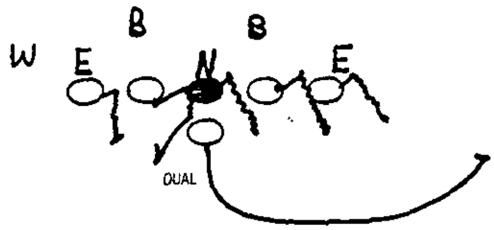



"W" RT

**DASH**

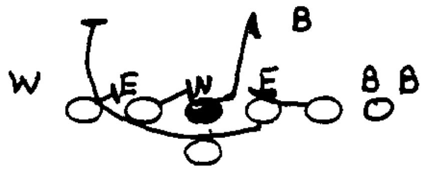



DASH RT



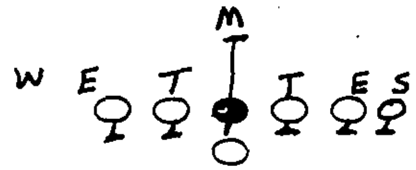

ROLL RT

**CHOKE**



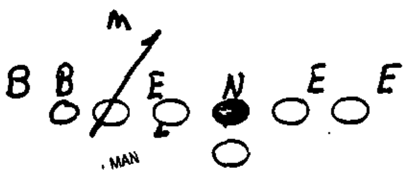
DRAW 35

**"MAN"**



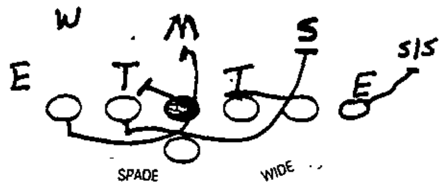
DRAW LT

**"MAN"**




ROLL DRAW RT

**WIDE**




16 BOB TREY-O

**QUICK SLIP**



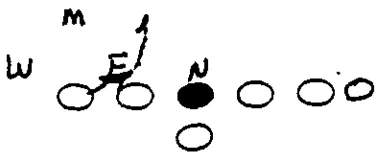
FLIP 18 Y LEAD

**QUICK SCOOP**



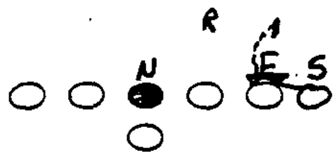
FLIP 18 Y LEAD

**POWER SCOOP**



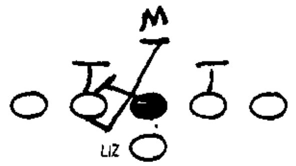
14

**"T"**



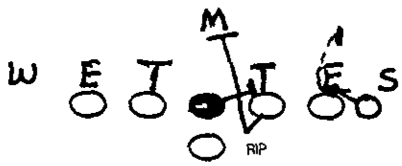
17L

**LIZ**



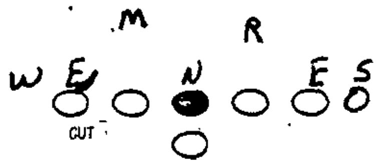

30 JOKER O

**RIP**




17 L

**T "CUT"**



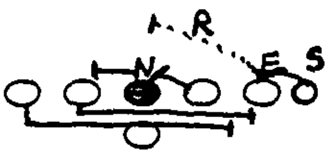

50

**E "CUT"**



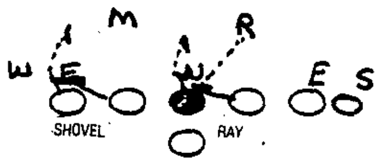

SPRINT RT. CTR. LT. "O"

**OT**



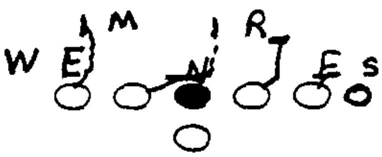
CTR. 16 O.T.

**RAY**



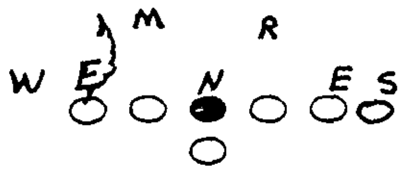

67 BOOM

**LEN**



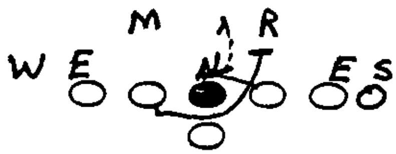
62

**SIFT**



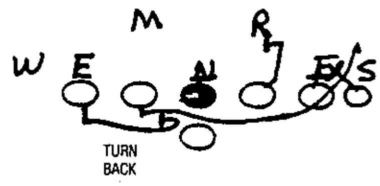
FLIP 68 Y LEAD

## JOKER-O



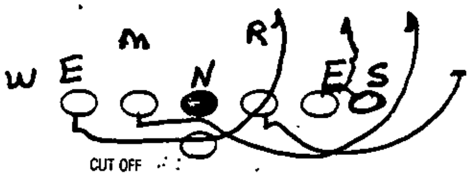
30 JOKER-O

## SPRINT TURN BACK



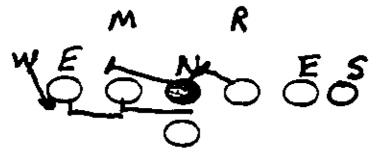

16 BOB TREY O

## SPRINT CUT-OFF



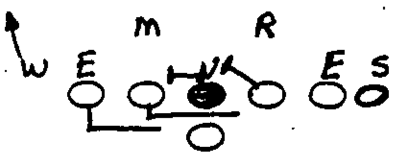

18 BOB ODD-O

## QK (SPADE)



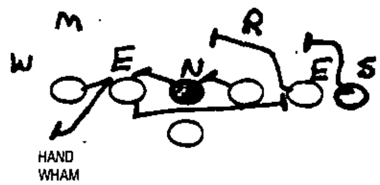
CTR 66 OT

## SLOW (SPADE)



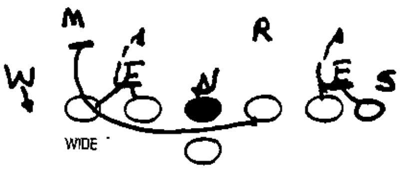
CTR 16 OT

## HAND WHAM



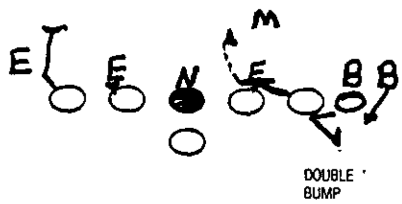

34 KING

## "WIDE" CALL




35

## DOUBLE BUMP



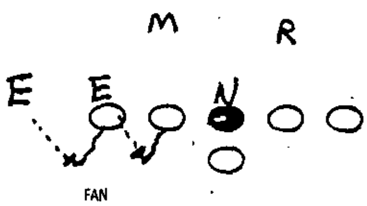

17 L

**SET "T"**



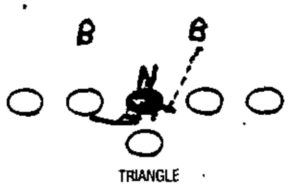

DRAW LT

**FAN (PASS)**



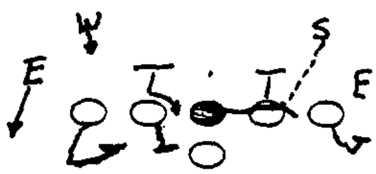

RAM

**TRIANGLE (PASS)**



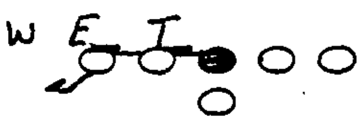

RON

**OPTION LT (PASS)**



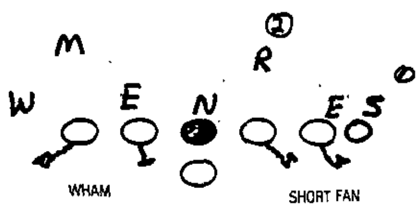
RAM

**FAN 3 MAN (PASS)**



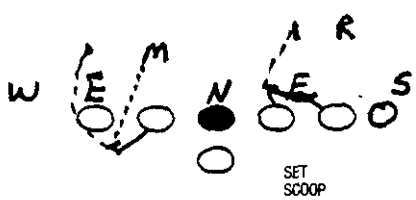
K LEE

**WHAM (PASS)**



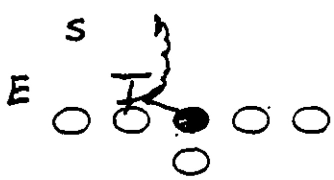

RAM

**SET SCOOP**



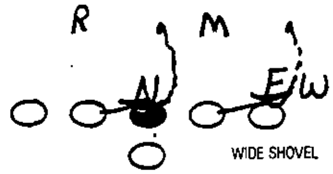

SPRINT DRAW 5

**CREAM**



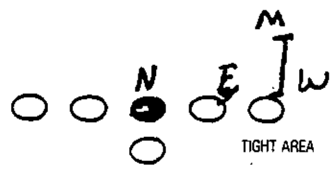
DRAW RT

## WIDE SHOVEL




FLIP 18 L

## TIGHT AREA




16 L









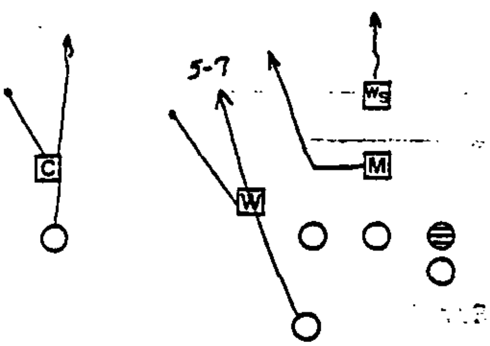




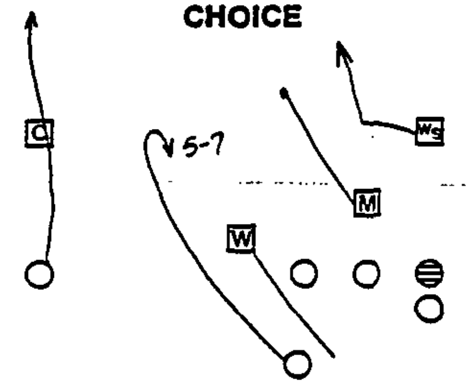
## RUNNING BACK TERMINOLOGY

ZONE COV 8 - CHOICE TO MAN COV 1 - WIDE
ZONE COV 8 - SIT TO MAN COV 1 - QUICK CIRCLE
ZONE COV 8 - CORNER TO MAN COV 1 - SEAM
ZONE COV 8 - PRESS TO MAN COV 1 - CUT READ
ZONE COV 8 - OUT TO MAN COV 1 - SWING
ZONE COV 8 - ARC TO MAN COV 1 - FLAT
ZONE COV 8 - IN TO ZONE COV 3 SKY - UNDER
MAN COV 1 MONSTER - IN TO MAN COV 1 ROCKET -UNDER

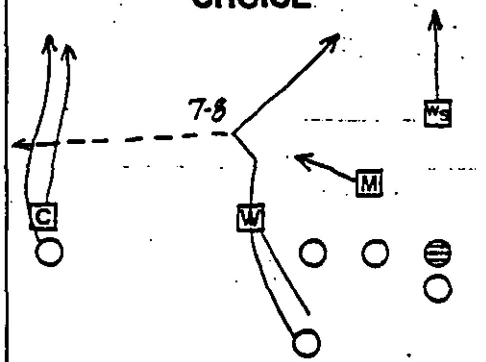
**ZONE COV 8**
**CHOICE**



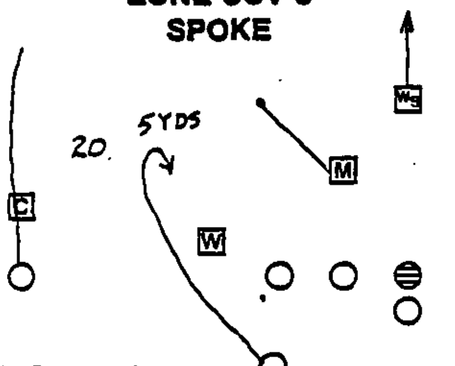

**ZONE COV 3**
**CHOICE**




**MAN — COV 1**
**CHOICE**

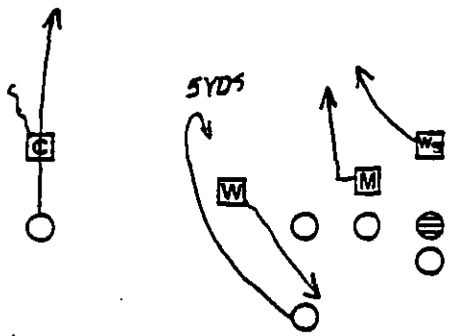



**ZONE COV 8**
**SPOKE**

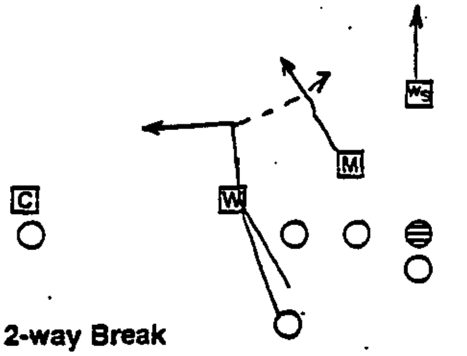



* On Numbers

**ZONE COV 8**
**SPOKE**

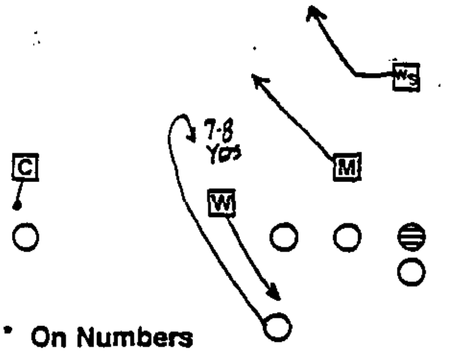



**MAN COV 1**
**SPOKE**



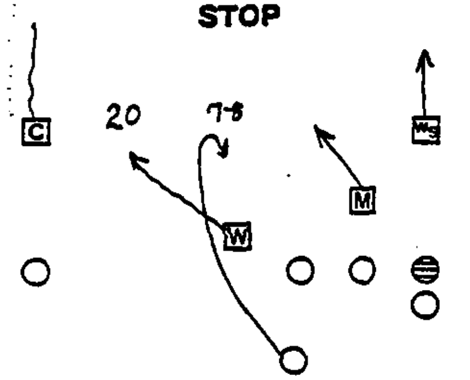

2-way Break

**ZONE COV 8**
**STOP**

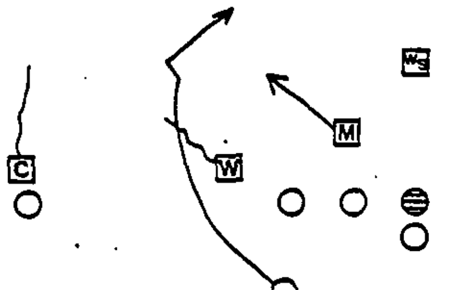



* On Numbers

**ZONE COV 3**
**STOP**

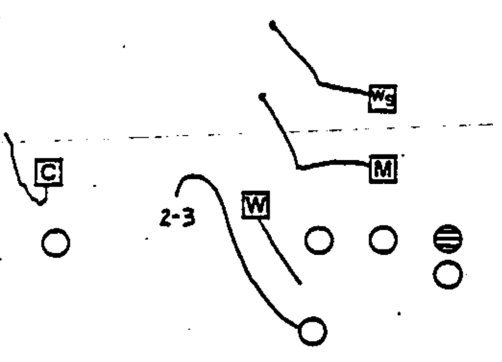



**MAN — COV 1**
**WIDE**

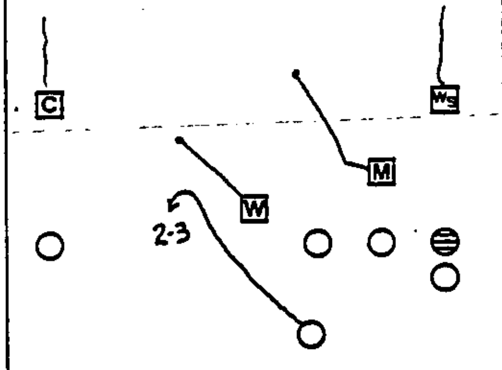



* Double Inside-Out

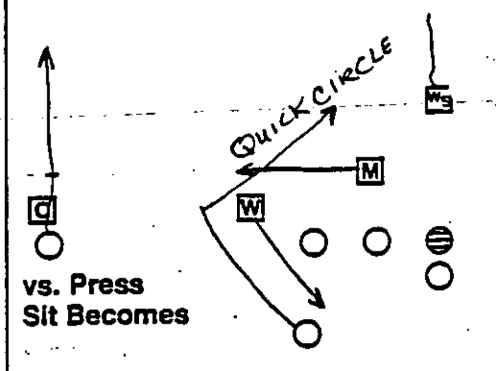
## ZONE COV 8 SIT



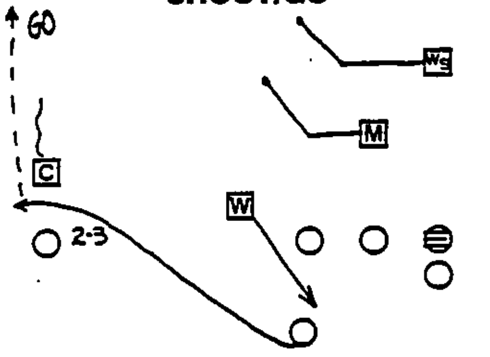

## ZONE COV 3 SIT



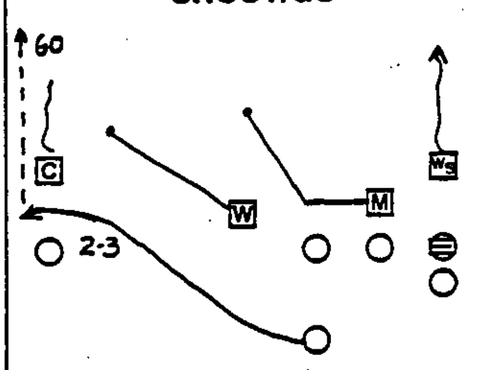

## MAN – COV 1 SIT



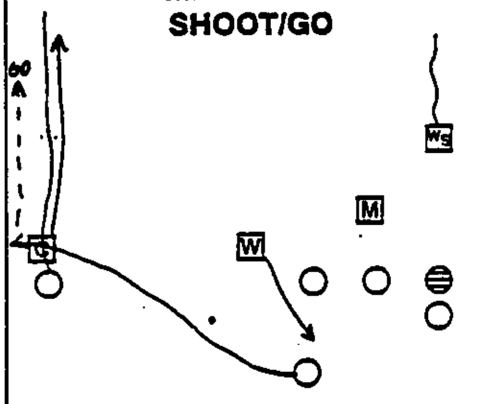

## ZONE COV 8 SHOOT/GO



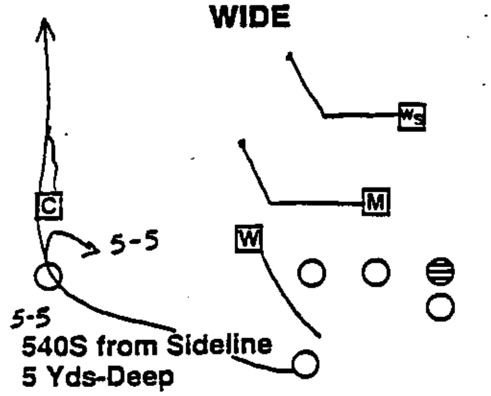

## ZONE COV 8 SHOOT/GO



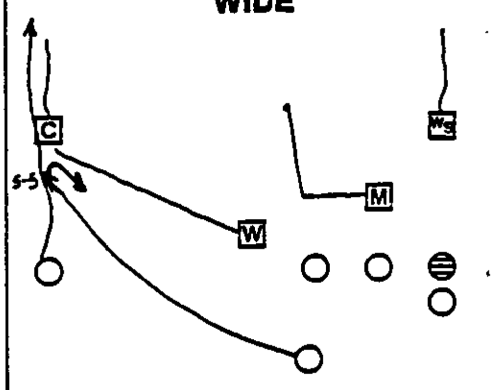

## MAN COV 1 SHOOT/GO



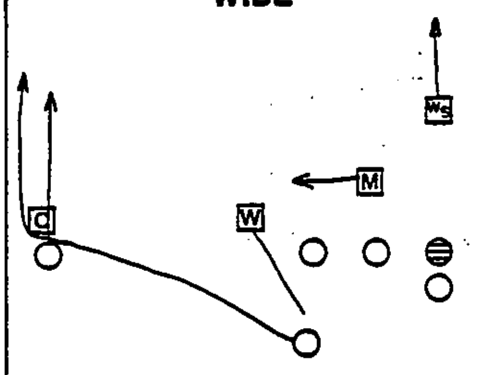

## ZONE COV 8 WIDE



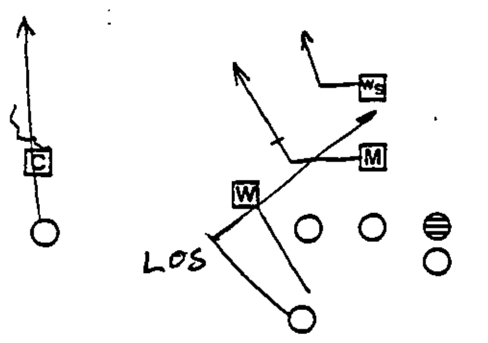

## ZONE COV 3 WIDE



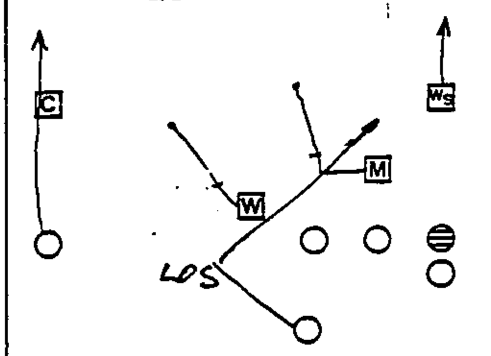

## MAN – COV 1 WIDE



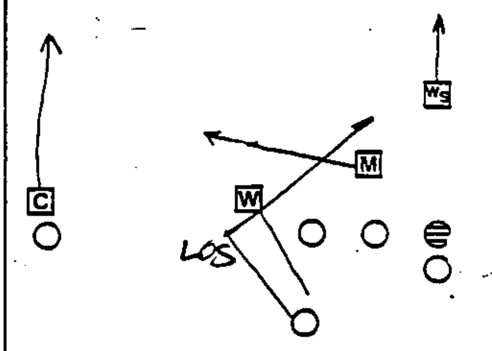
## ZONE COV 8 QUICK CIRCLE



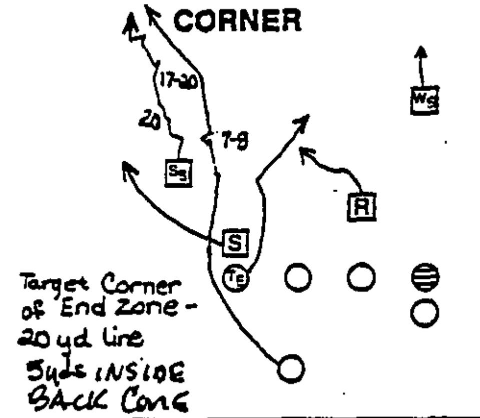

## ZONE COV 3 QUICK CIRCLE



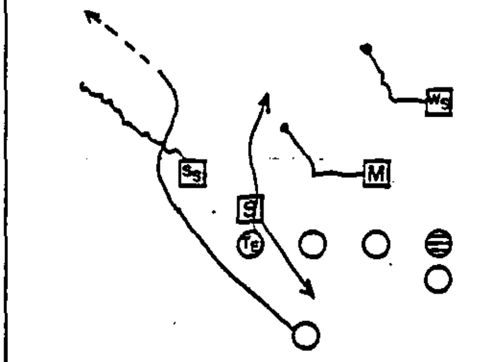

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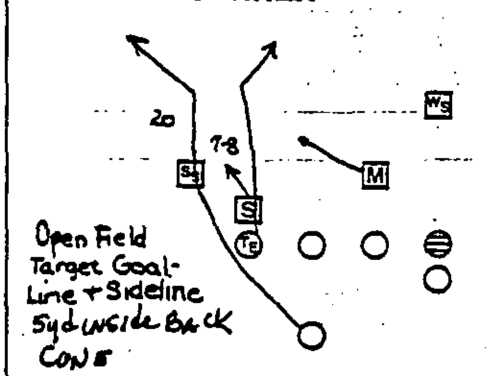
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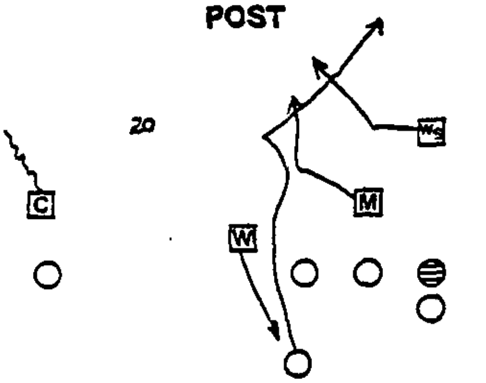

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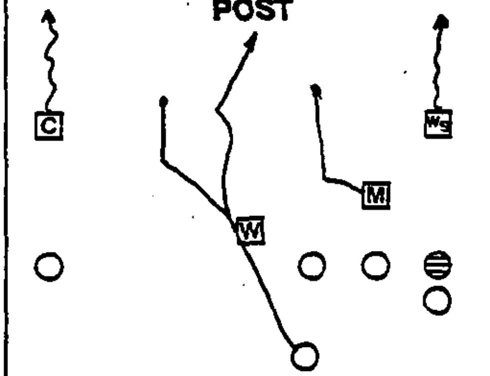
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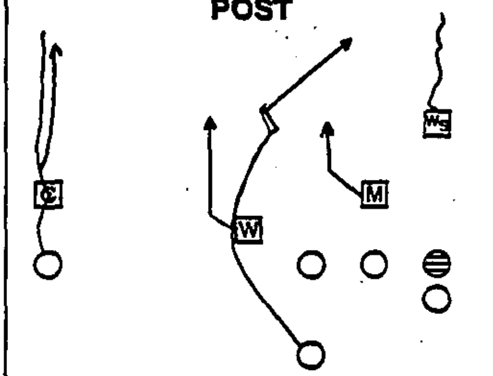

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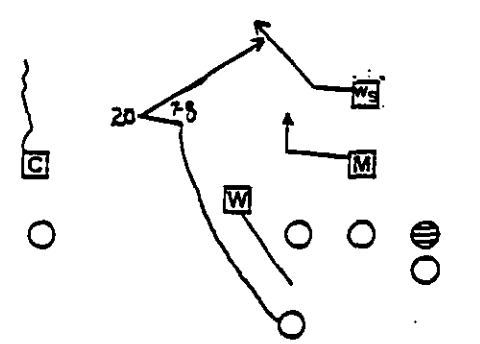

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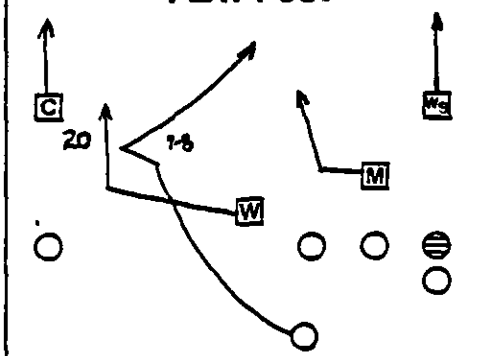
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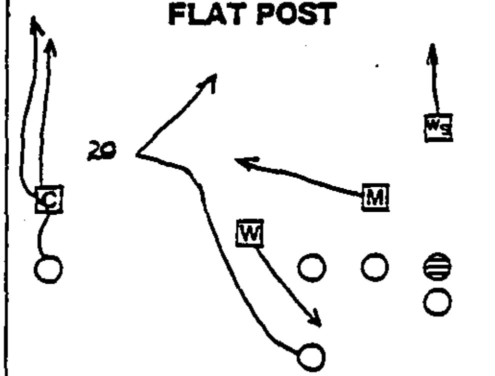
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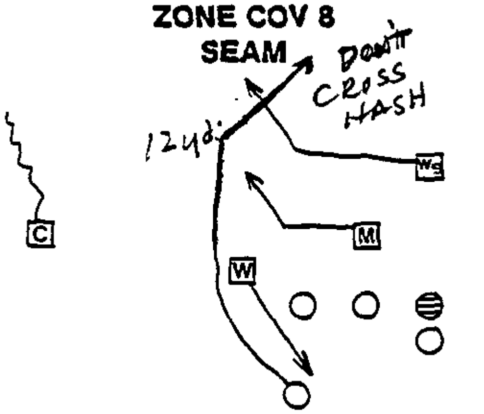

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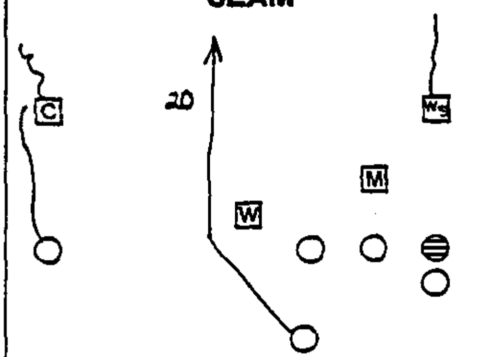

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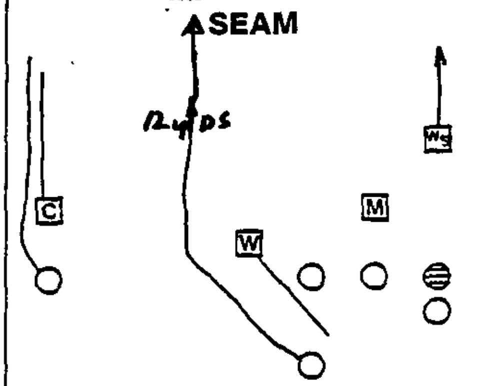

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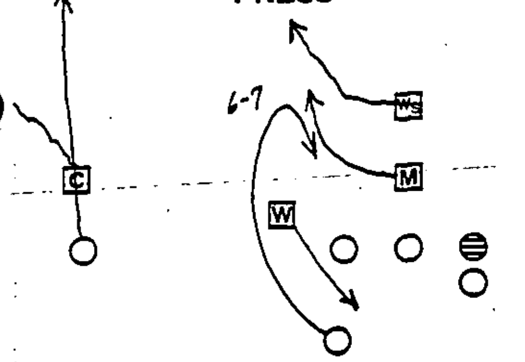

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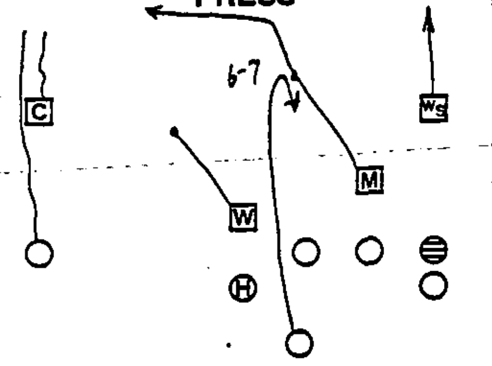

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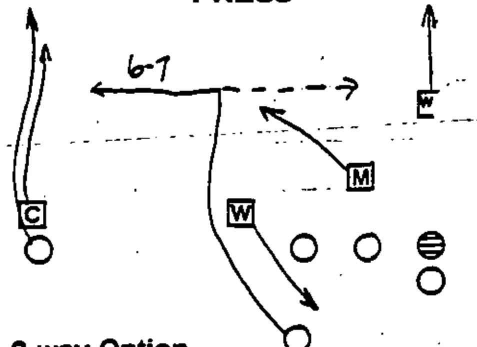
**ZONE COV 8**
**PRESS**




**ZONE COV 3**
**PRESS**

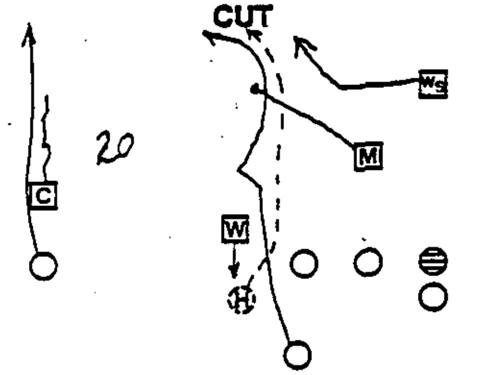



**MAN – COV 1**
**PRESS**

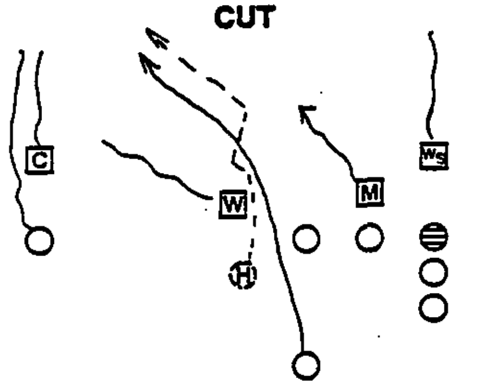



2-way Option

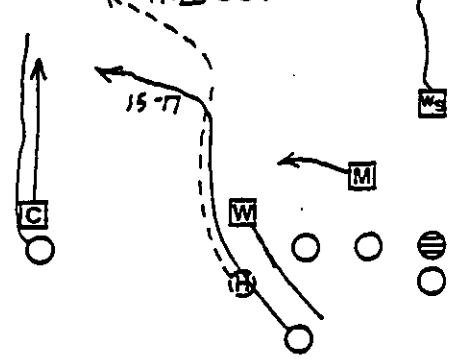
**ZONE COV 8**
**CUT**



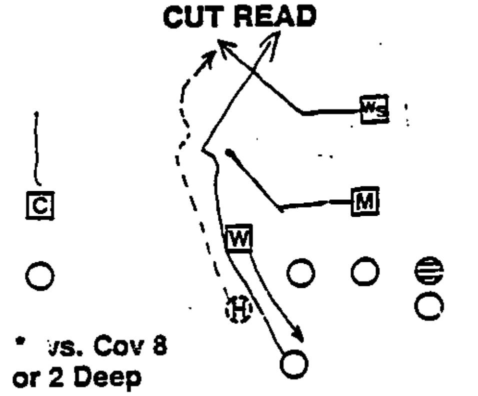

**ZONE COV 3**
**CUT**




**MAN COV 1**
**CUT**

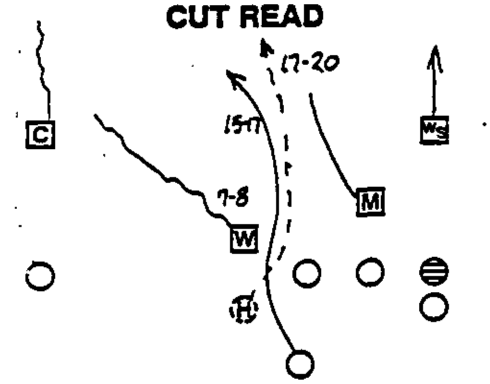



**ZONE COV 8**
**CUT READ**

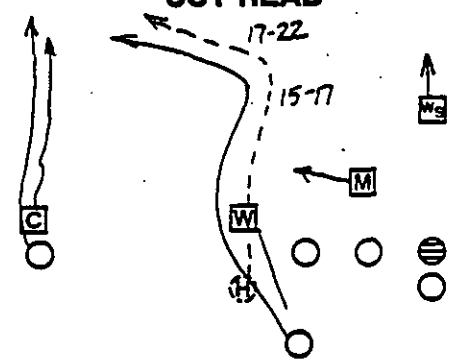



* vs. Cov 8 or 2 Deep

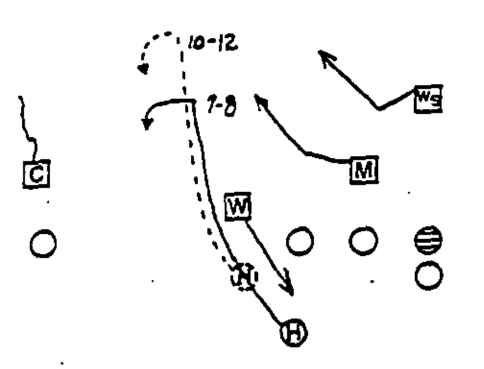
**ZONE COV 3**
**CUT READ**



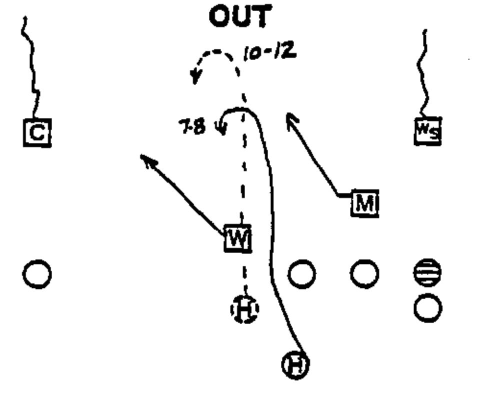

**MAN – COV 1**
**CUT READ**



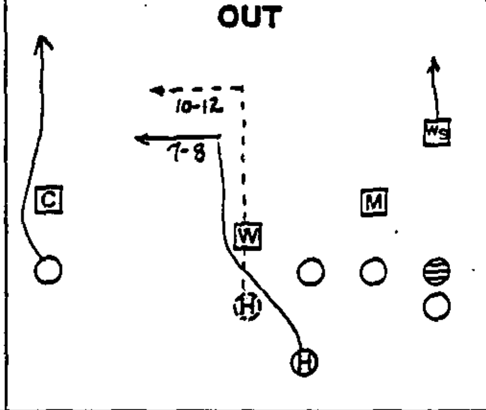
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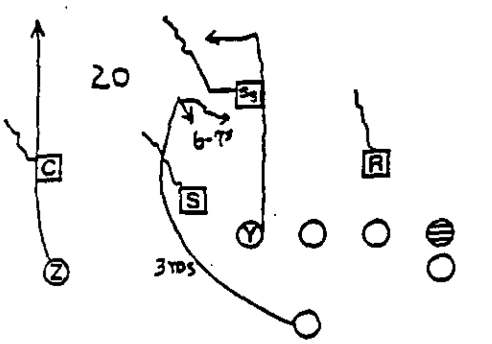

## ZONE COV 3 OUT



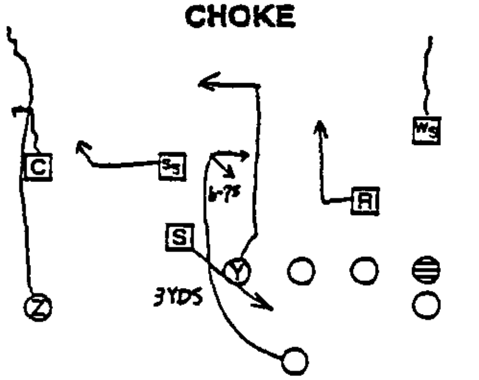

## MAN COV 1 – ZONE OUT



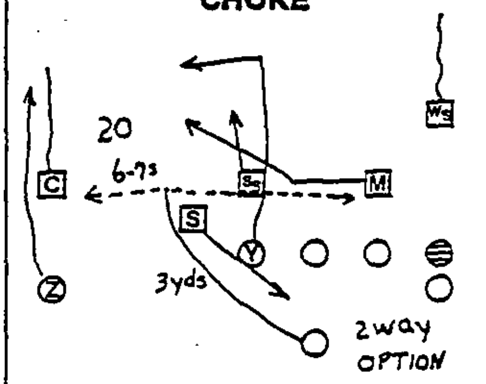

## ZONE COV 8 CHOKE



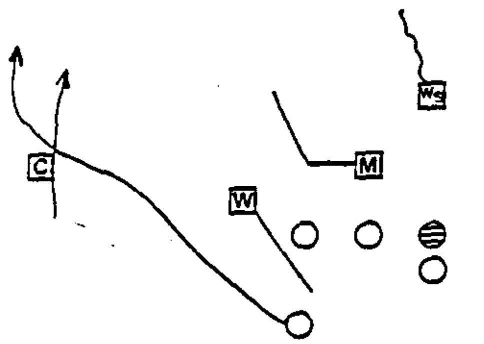

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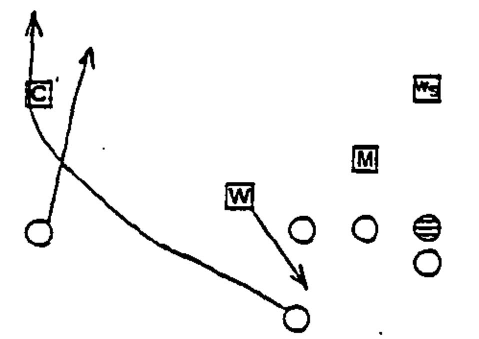

## MAN COV 1 – ZONE CHOKE



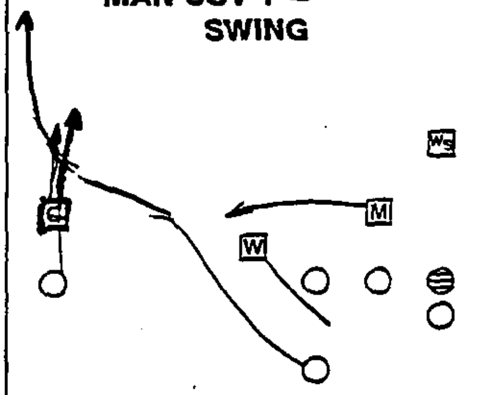

## ZONE COV 8 SWING



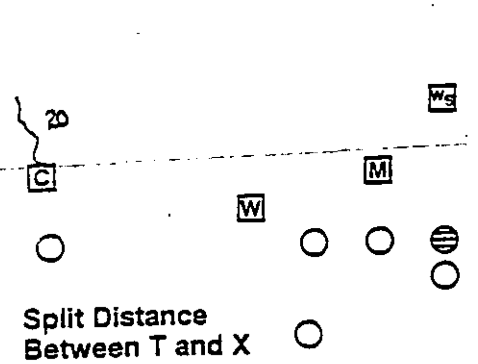
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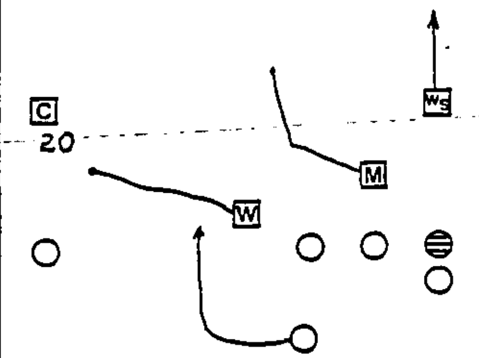
## MAN COV 1 – SWING



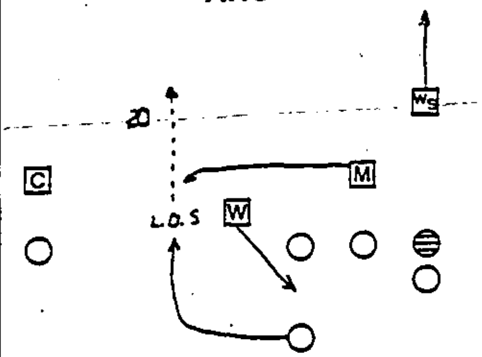
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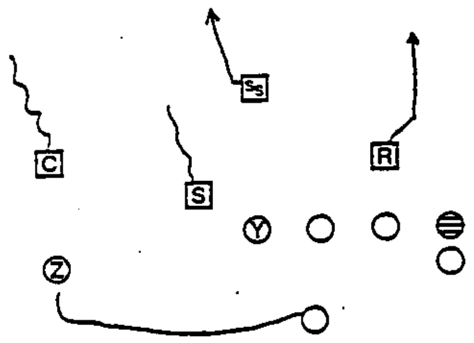

## ZONE COV 3 ARC



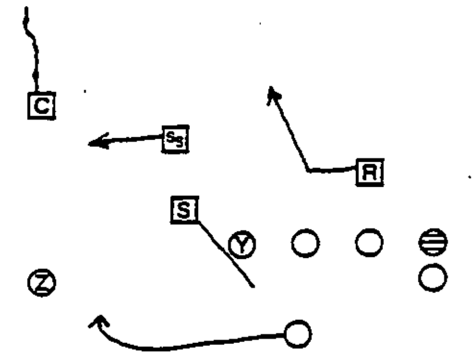

## MAN COV 1 – ARC



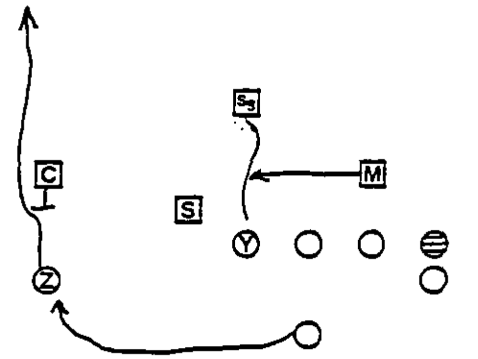

## ZONE COV 8 LOOP



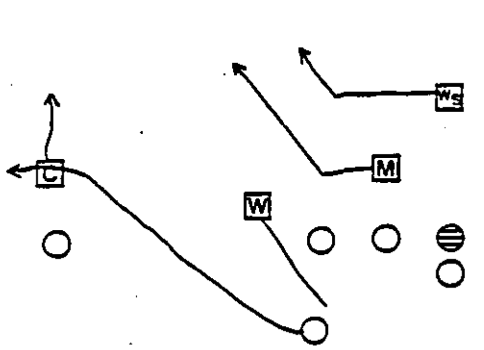

## ZONE COV 3 LOOP



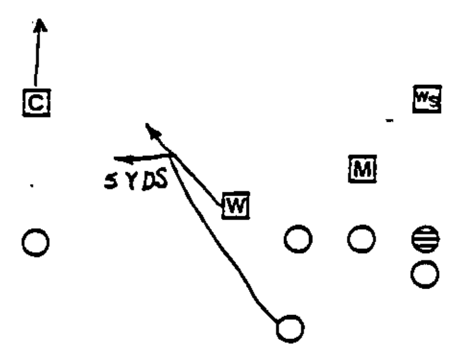

## MAN COV 1 LOOP



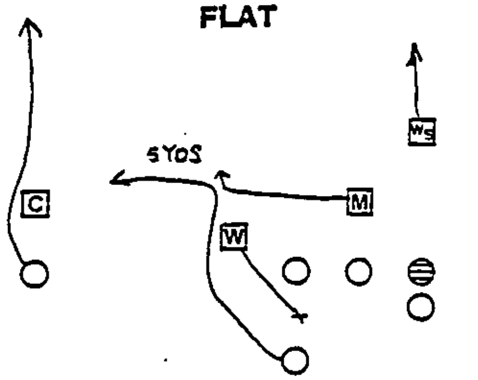

## ZONE COV 8 FLAT



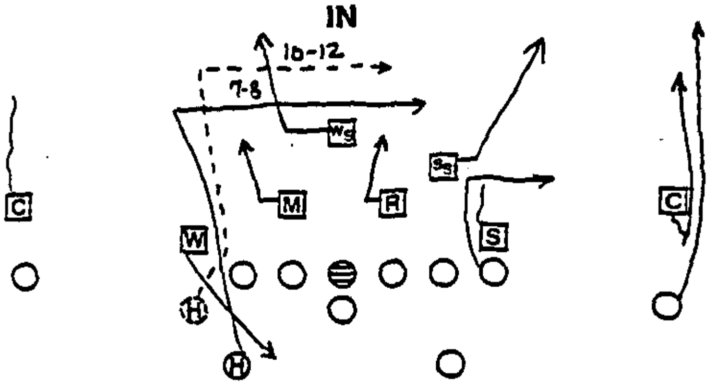

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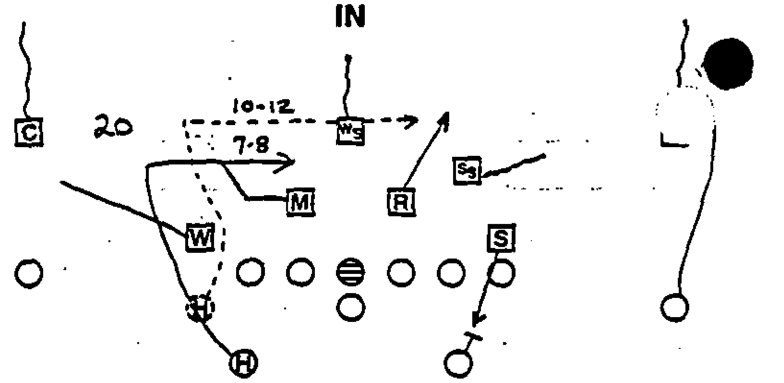

## MAN COV 1 – FLAT



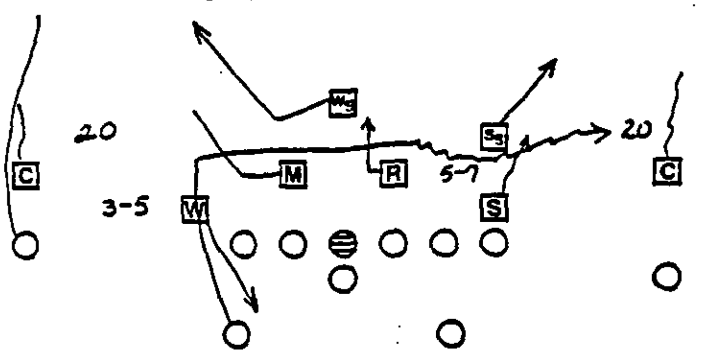
## COV 8 – ZONE
## IN



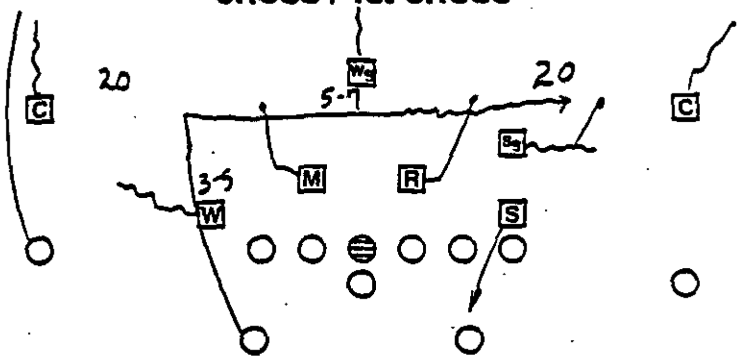

## COV 3 SKY – ZONE
## IN



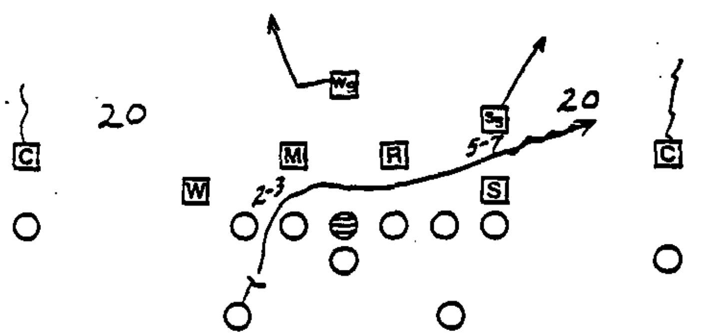

## COV 8 – ZONE
## CROSS / 1st CROSS



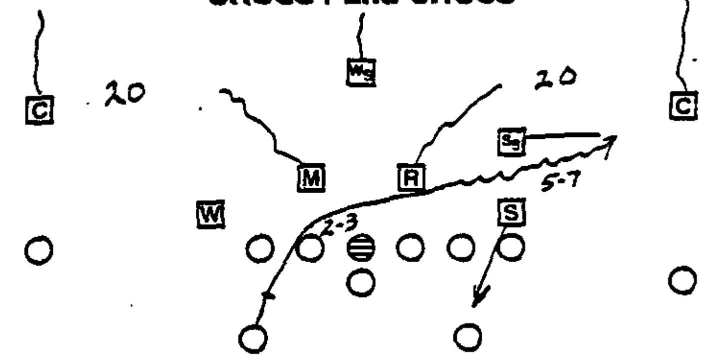

## COVER 3 SKY – ZONE
## CROSS / 1st CROSS



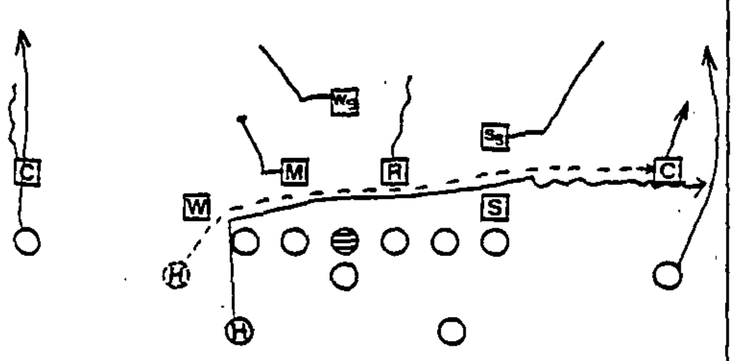

## COV 8 – ZONE
## CROSS / 2nd CROSS



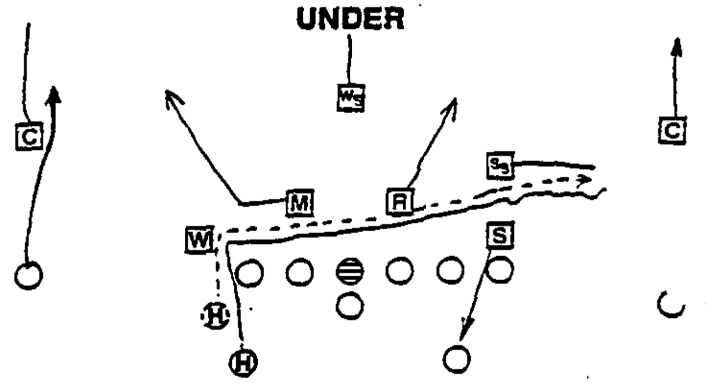

## COV 3 SKY – ZONE
## CROSS / 2nd CROSS



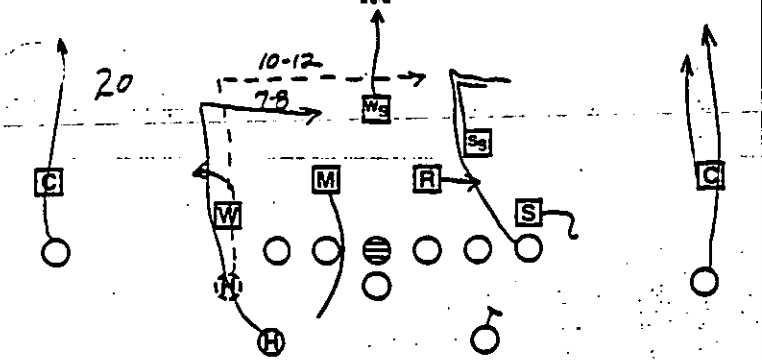

## COV 8 – ZONE
## UNDER



## COV 3 SKY – ZONE
## UNDER

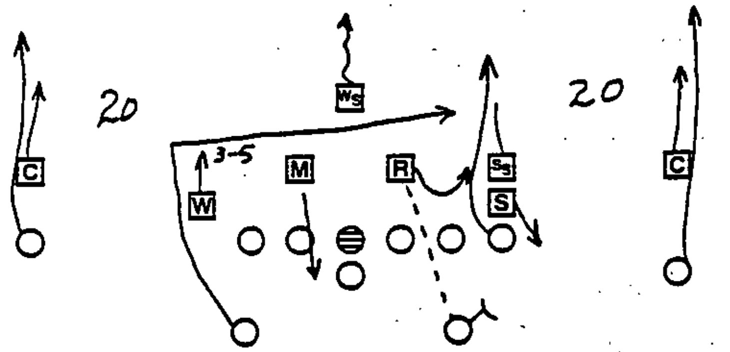


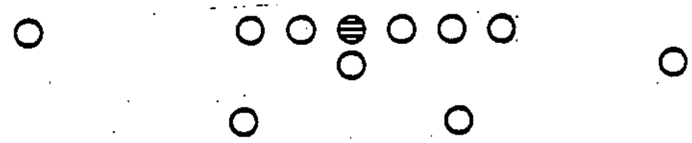
## COV 1 MONSTER — MAN
## IN



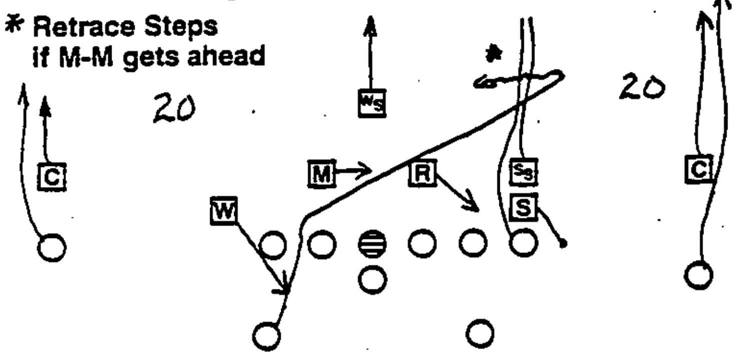


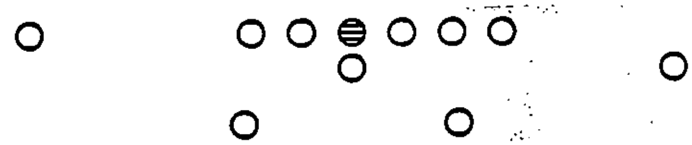

## COV 1 MONSTER — MAN
## CROSS / 1st CROSS



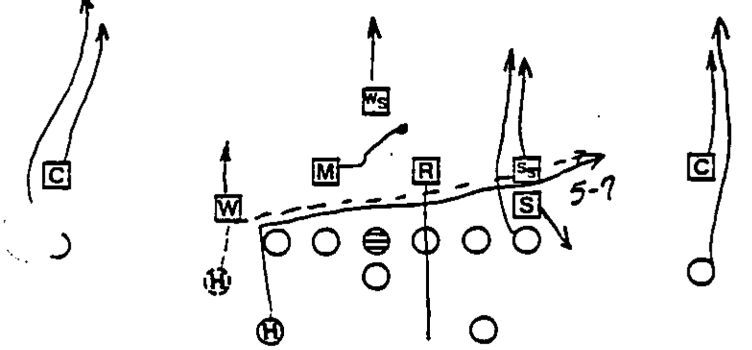



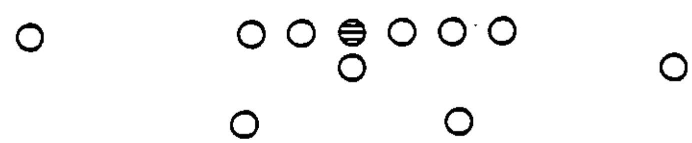
## COV 1 BRONCO — MAN
## CROSS / 2nd CROSS



## COV 1 ROCKET — MAN
## UNDER



# TIGHT END BLOCKING TERMS

**TREY BLOCK** This is a double team block between the offensive tackle and the tight end. The two players should think in terms of working hip to hip to drive block the defensive end upfield and off the ball. To accomplish this, the offensive tackle must lead step with his outside foot splitting the crotch of the defensive end. The tackle should think in terms of blocking the inside half of the defensive end. The tight end should lead step with his inside foot, splitting the defensive end's crotch so that he ends up blocking the outside half. Always work hip to hip so you don't work against each other.

**TED BLOCK (TIGHT)** This is another blocking technique used between the offensive tackle and the tight end. This technique is usually called with a wide look by the defensive towards the tight end's side. This technique is very helpful to the tight end as it allows him to step at the outside number of the defensive man over him. The tight end will not have the worry of a pinch inside by the defensive man as the offensive tackle should protect your inside. Both offensive players should lead step with their outside foot. The tight end should work to get his inside shoulder on the defensive man's outside shoulder. Again, drive him upfield and off the ball.

**EASY BLOCK** This block is a term that refers strictly to the tight end. It is simply a turnout block. The meaning is exactly what the term says: "turn out." This block is usually called when there is a defensive man over the tight end and another defensive man outside of you. "Easy block" tells the tight end to block out on the outside defensive player. This player can be a defensive end, linebacker or strong safety.

**DOWN BLOCK** This block is used with only a few plays (primarily the counter OT play). This means to block down on the first defensive man to your inside. It is important to lead step with your inside foot to protect against a hard upfield rusher. You should step in a way to stop the upfield charge while continuing to move the defensive man towards the inside. Get your helmet across the defensive man's chest while throwing your outside shoulder through his nearest rib cage.

**BOB TAG (CRAB BLOCK)** This is another play for which we will use the down block. However, we will also use another blocking technique with this play: The crab block or the reverse body block. Both refer to the same block. The tight end should lead step with his inside foot getting his helmet across the defensive man's body attempting to reach the defensive man's inside knee still protecting against the hard upfield rush. As soon as you feel yourself making contact with the defensive man, you should work to roll your outside hip through the outside knee of the defensive man, attempting to collapse him. The entire process should be one quick and continuous movement. (This is a game plan technique).

## TIGHT END BLOCKING RULES AND CALLS

1. **MAN (BASE, BUTT)** – Tight end will drive block man over him. We will use this block on inside running plays. You must put your hat on the inside number. Always try to step with your outside foot, trying to split his crotch.

2. **BUTT AND TURN (HOOK)** – This block is used mostly on outside running plays to the tight end side. The tight end must step first with his inside foot trying to split the linebacker's crotch. Try to butt his outside number while stepping up with the outside foot. You must butt the linebacker – start to drive him off the ball and then work to turn him inside. Remember to work as long as possible to keep your butt square toward the line of scrimmage (LOS).

3. **BUTT AND CUT** – This is the same technique as butt and turn. Your first step, using this technique is to split his crotch with your inside foot, trying to reach the linebacker's outside number. Strike him with your hat and as he begins to skate outside, the tight end will cut the linebacker. The tight end must try to pull the linebacker down with him as he begins to cut the linebacker.

4. **BUTT AND RUN** – We will use this technique when playing a team with a lot of linebacker force. If the linebacker over you aligns to your outside and he likes to take off and run towards the sideline, we will butt him on his inside number and run him towards the sideline. Remember to push him out until he reaches the wideline or falls to the ground. Again try to keep your rear end square to the LOS as long as possible. You must take a cheat step to try and get to the base position.

5. **SET "T" (T)** – There are two different types of "T" blocks. One is a weakside call and the other is a strong side call. The strong side "T" is used on outside runs. This call will tell the tight end to block down on the defensive end and the offensive tackle will come around to block the strong outside linebacker.

   The weakside call is usually called "Set T". On this call, the tight end must sit back and inside to area block with the offensive tackle. Again this call is only made on a weakside run. The tight end and the tackle will take the outside backer and the defensive end on the strong side.

6. **SET GO** – This blocking term is used only among the tight ends. We will use this block mostly on draw plays run away from the tight end side. We must set back for a second only to show pass; then go up on the outside backer. Work hard to push the linebacker off the ball, trying to get inside position.

   This is **not** a call between the tight end and the offensive line.

# THE LOS ANGELES RAIDERS

## RUNS

### FAR

1. 59/58 "L"
2. Flip 69/68 "L"
3. 69/68 BOOM
4. CTR 66/67 O.T.
5. CTR 16/17 O.T.
6. 16/17 B.T.O.
7. 14/15
8. Delay 15/15
9. 62/63
10. Sprint Draw 5/4
11. F-Draw Lt/Rt

### NEAR

1. 58/59 Y Lead
2. Flip 68/69 Y Lead
3. 68/69 Y Lead (Bob Easy)
4. 17/16 "L"
5. 64/65
6. H Draw Lt/Rt

### FULL

1. 17/16 "L"
2. 16/17 B.T.O.
3. Delay 14/15
4. F-Draw Lt/Rt

### I

1. Hand-Off 18/19 Y Lead
2. Flip 18/19 Y Lead
3. 17/16 "L"
4. CTR 16/17 O.T.
5. 16/17 B.T.O.
6. 14/15
7. Delay 14/15
8. Sprint Draw 5/4
9. H-Draw Lt/Rt

### HALF I

1. Flip 19/18 L
2. 17/16 "L"
3. CTR 16/17 O.T.
4. CTR 66/67 O.T.
5. Sprint Draw 5/4
6. 40/41

### FULL I

1. 58/59 Y Lead
2. Flip 18/19 Y Lead
3. CTR 16/17 O.T. FB Lead
4. CTR 67/66 O.T. AUD.
5. 14/15
6. 12/13 F.B. Wham

### TRIO EAST - DEE - TRIPS EAST

1. 58/59 Y Lead
2. Flip 68/69 Bob Tag (Z-Tag)
3. 68/69 Y Lead
4. CTR 66/67 O.T. (Aud.)
5. CTR 67/66 O.T. (Aud.) (OPO)
6. 62/63
7. Draw Solid Rt/Lt
8. "B" Draw Lt/Rt

### WING

1. 59/58 U (OPO)
2. Flip 69/68 L
3. 69/68 U
4. CTR 67/66 O.T.
5. 62/63
6. Draw Solid Rt/Lt

## RUSHING OFFENSE

### TEEN SERIES

12/13 WHAM (FB)
14/15 (STRONG)
DELAY 14/15
16/17 BOB TREY O
16/17 BLUFF GUARD O
CTR 16/17 OT
15/14-L
FLIP 18/19 Y LD
HAND OFF 18/19 Y LD
FLIP 19/18-L
18/19 BOB ODD O
19/18 BILL ODD O

### 30 SERIES

30/31 JOKER O

### 40 SERIES

40/41
48/49 Y EVEN

### 50 SERIES

50/51 SUCKER
58/59 Y LD

### 60 SERIES

62/63
64/65
68/69 - BLUFF GUARD ODD
68/69 Y LD
68/69 BOB EASY
CTR 66/67 OT
69/68 BOOM
FLIP 68/69 Y LD
FLIP 68/69 BOB TAG
FLIP 69/68 L
HANDOFF 69/68 BOOM

TEEN SERIES

THE LOS ANGELES RAIDERS

TEEN SERIES

12/13 WHAM

14/15 (STRONG)

DELAY 14/15

FIRE PASS DELAY 14/15

15/14

15/14 L

COUNTER 16-0 (WEAK)

16/17 BOB TREY 0

16/17 OT FB EASY

16/17 OT FB WEAK

16/17 BLUFF GUARD 0

F.P. 17 BTO

F.P. 16 BTO

17 OT FB WEAK

16 OT FB WEAK

COUNTER 16 OT FB

16 OT FB

COUNTER 17 0

FLIP 18/19 Y LD

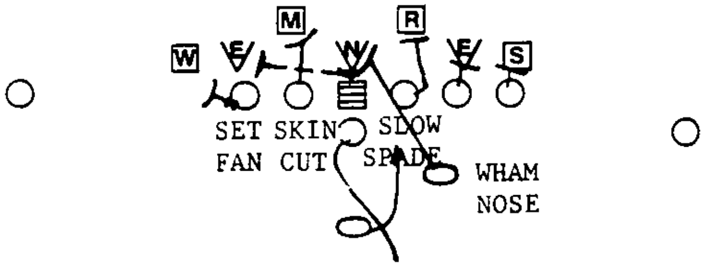
18/19 BOB ODD 0

HANDOFF 18/19 Y LD

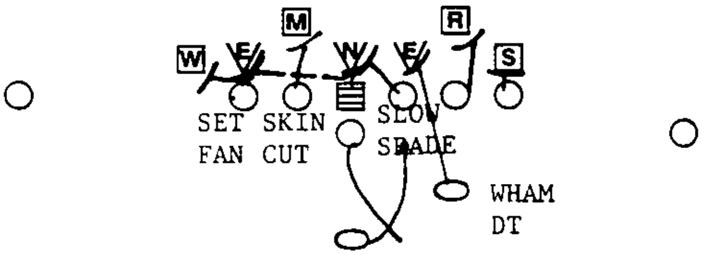
F 19/18 L

19/18 BILL ODD 0

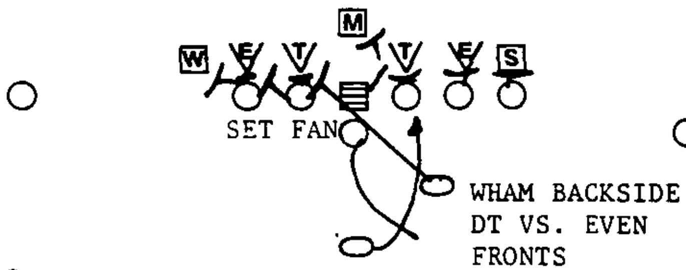
12 WHAM



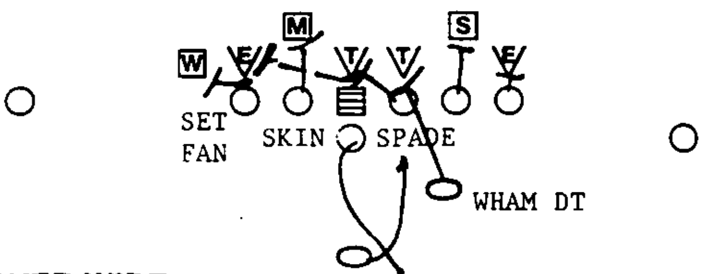

ORANGE



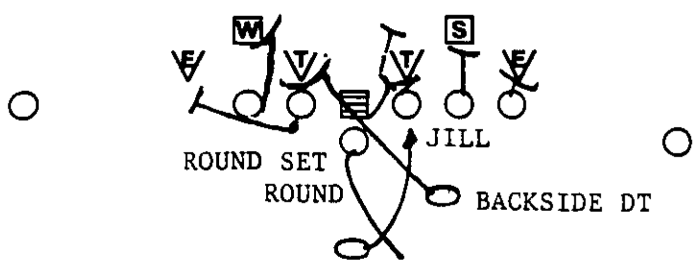

ORANGE OVER WIDE




30

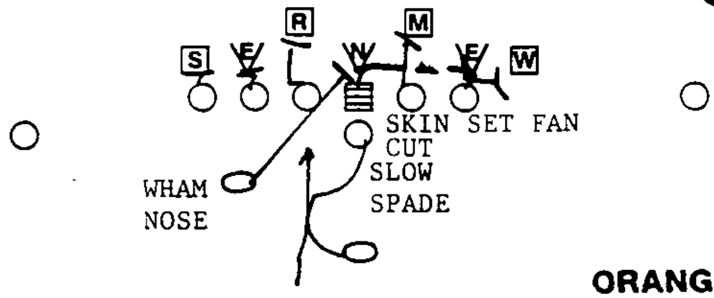



OVER WIDE

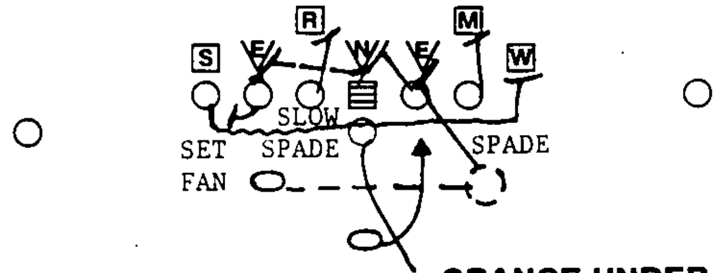



PIRATE

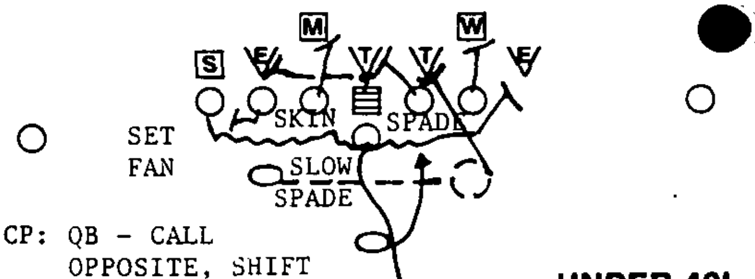
13 WHAM




ORANGE

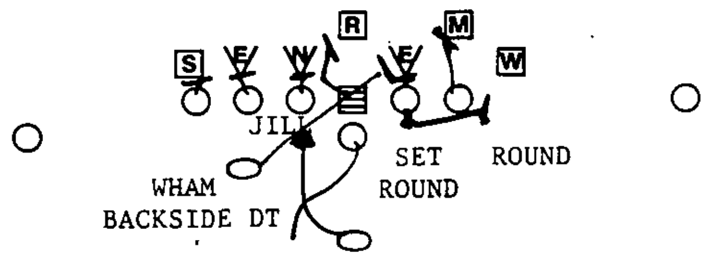



ORANGE UNDER L

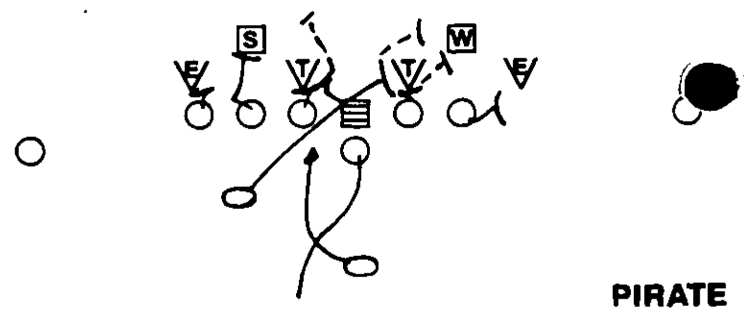



CP: QB - CALL OPPOSITE, SHIFT BACK AND TRADE TE VS UNDER 'L'

UNDER 40L



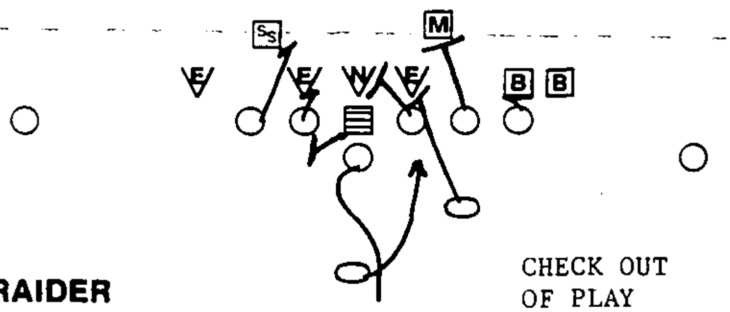

ORANGE STRONG



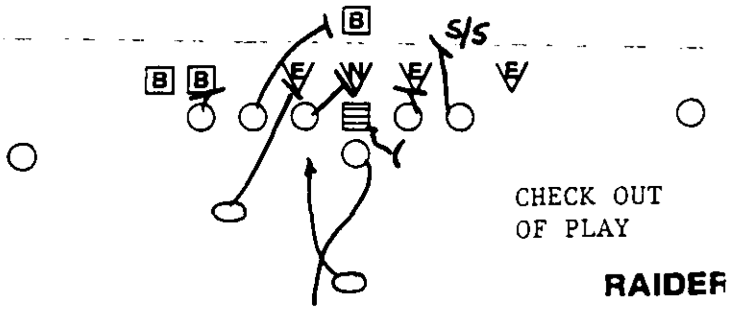

PIRATE

12 WHAM

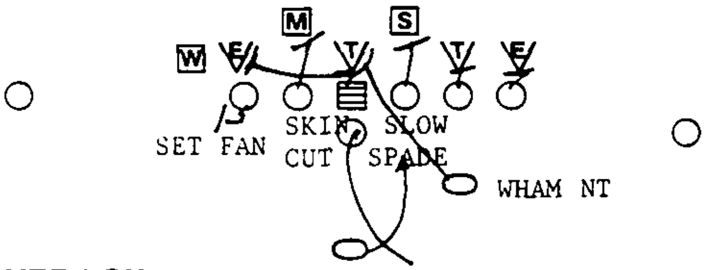
13 WHAM



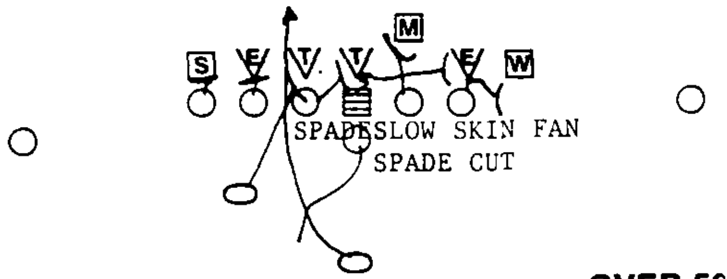

RAIDER




RAIDER

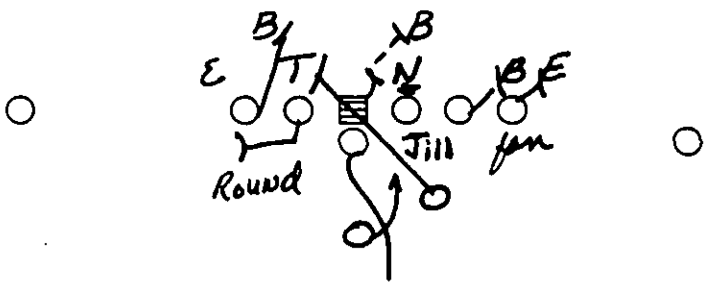



OVER LOU

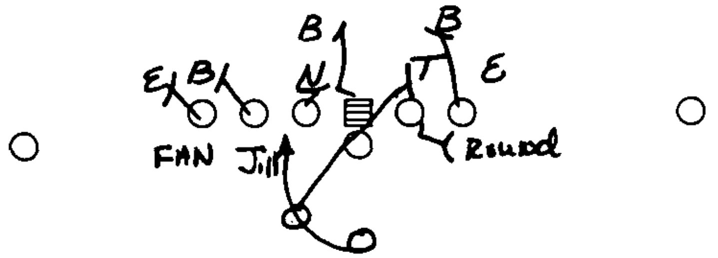



OVER 50

NOTES




NOTES




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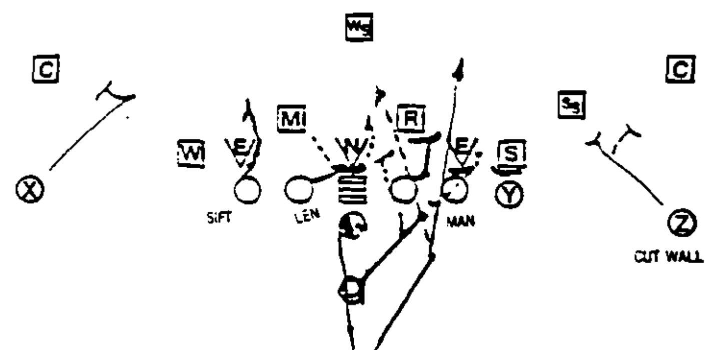
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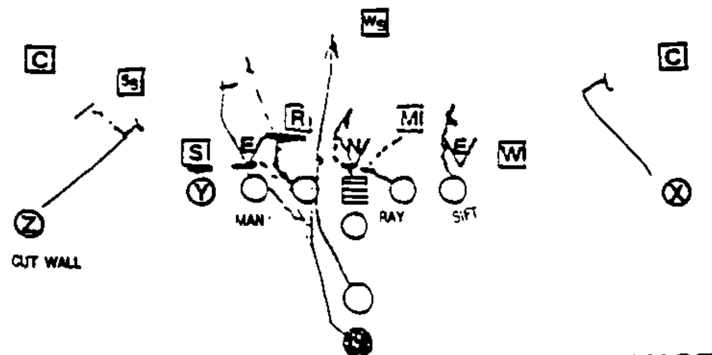
REMARKS

REMARKS

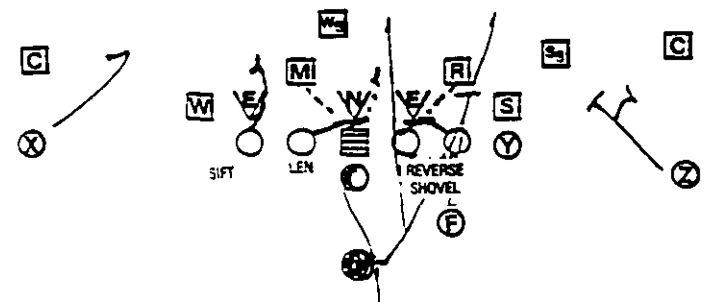
# 14/15 (STRONG)



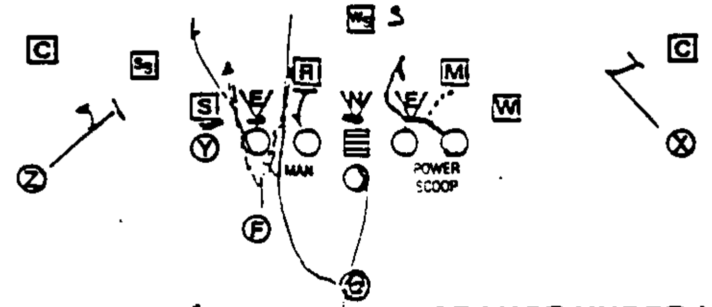
ORANGE



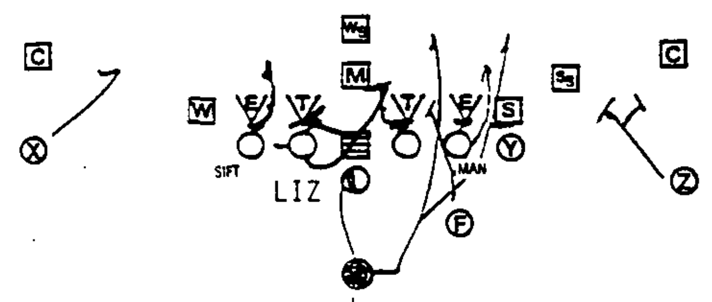
ORANGE



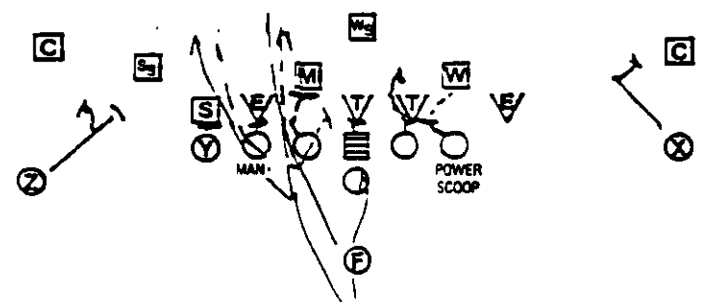
ORANGE OVER WIDE



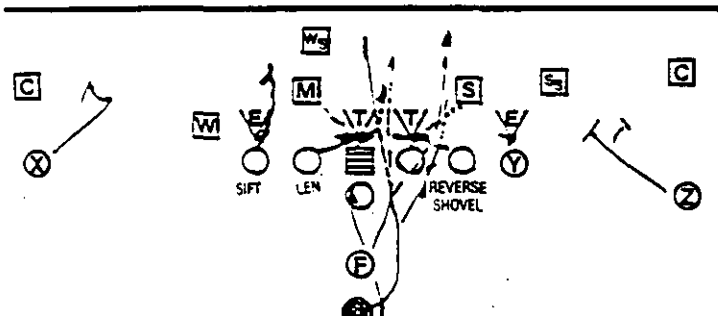
ORANGE UNDER L



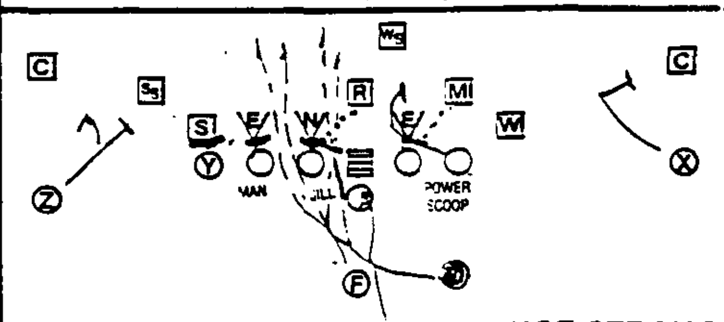
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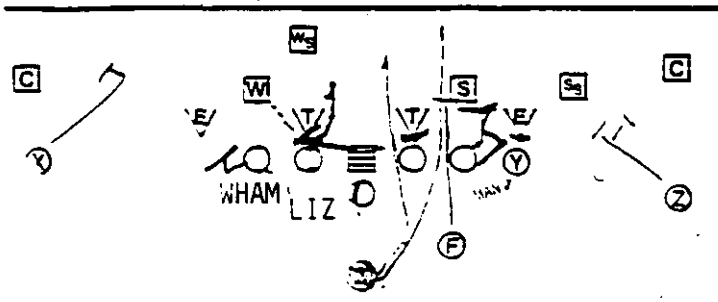
UNDER 40L



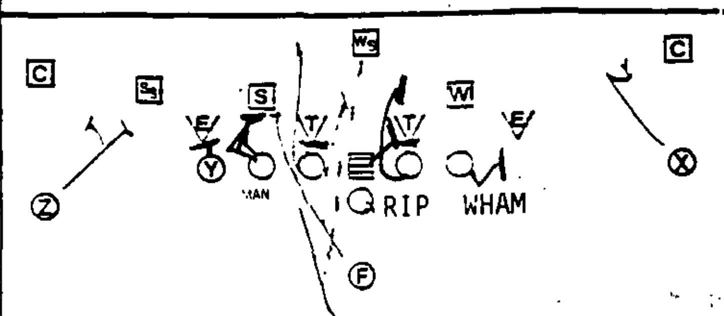
OVER WIDE



ORANGE STRONG

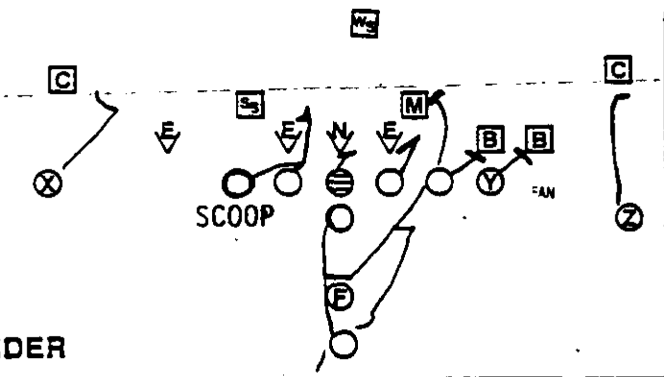


PIRATE

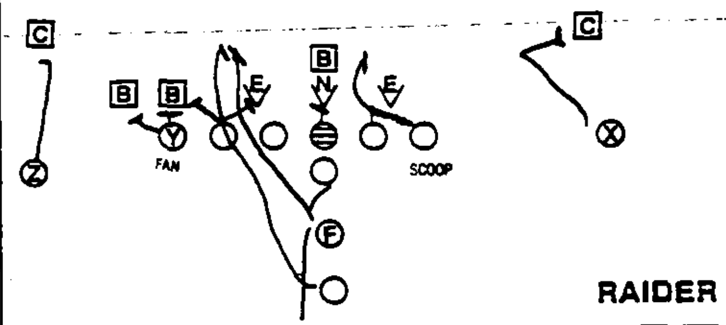


PIRATE

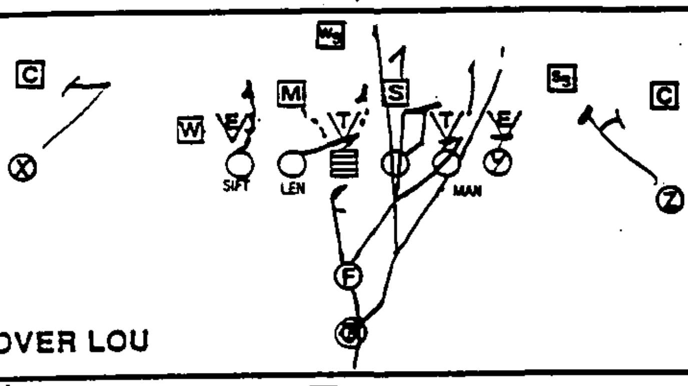
# 14/15 (STRONG)



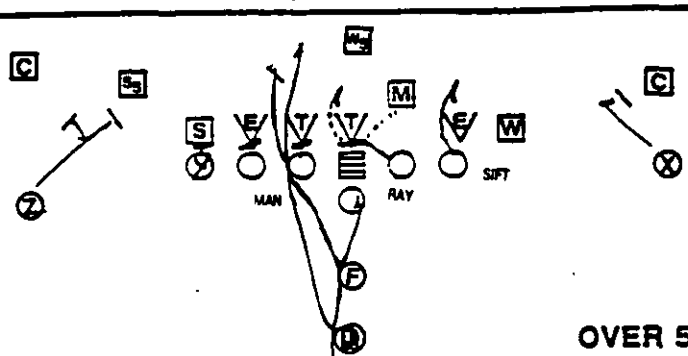

RAIDER




RAIDER

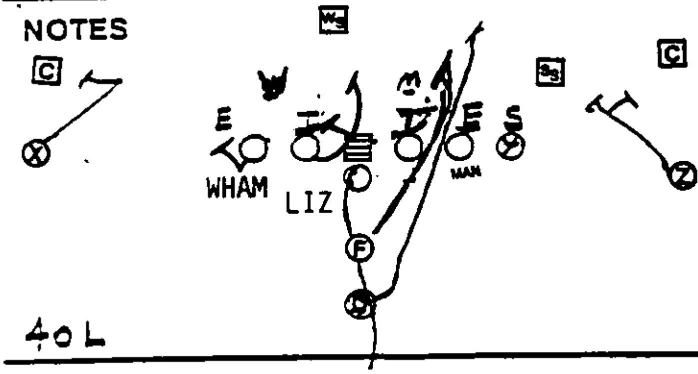



OVER LOU



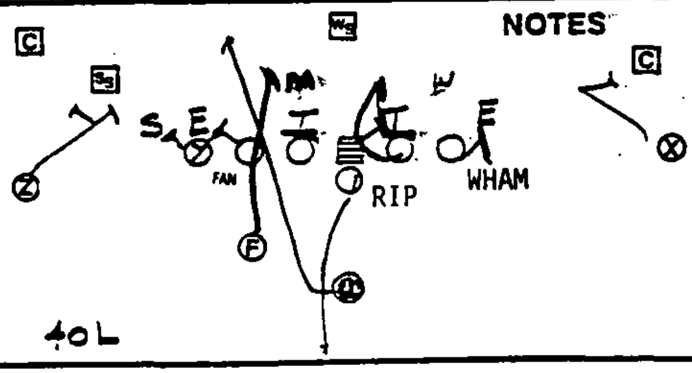

OVER 50

NOTES




40 L

NOTES




40 L

NOTES

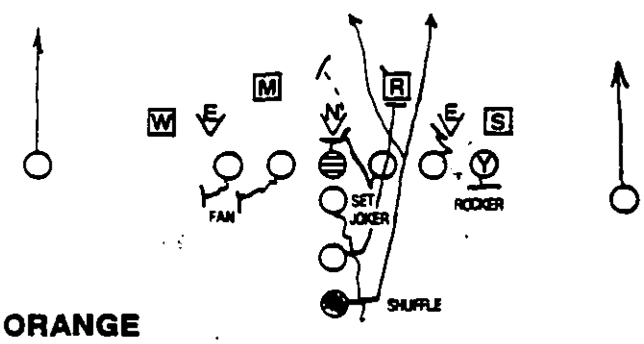


NOTES

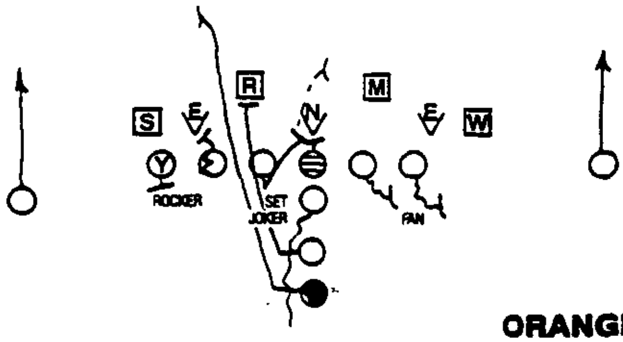


REMARKS

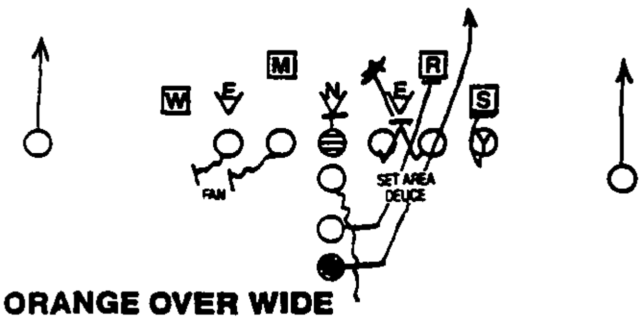
REMARKS



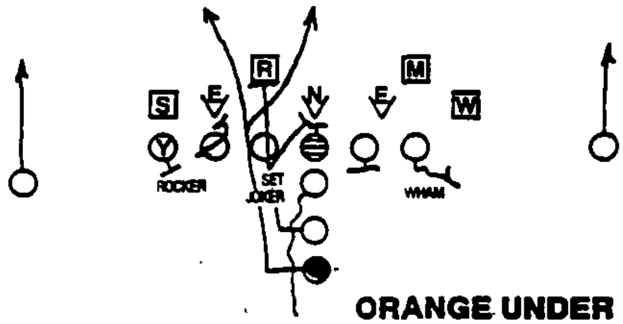

ORANGE



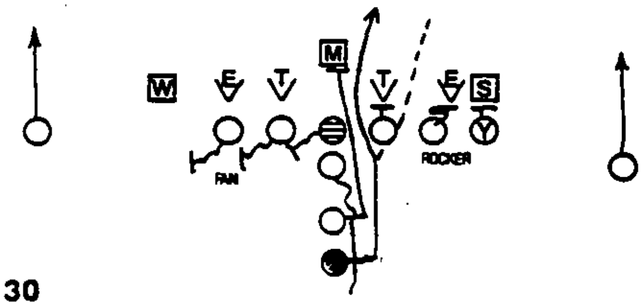

ORANGE



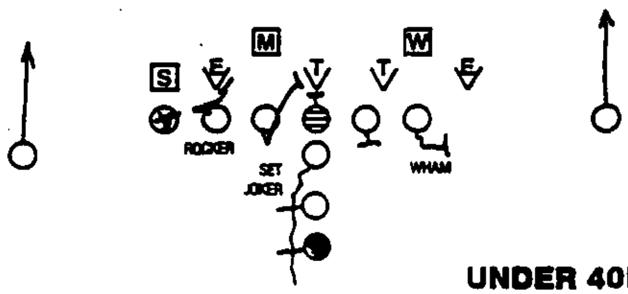

ORANGE OVER WIDE



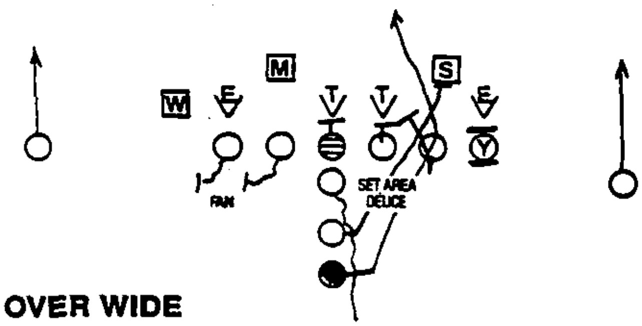

ORANGE UNDER L



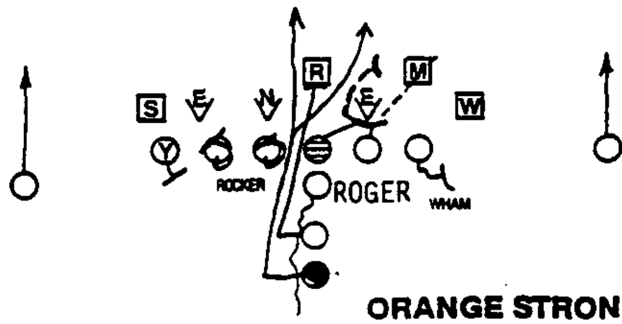

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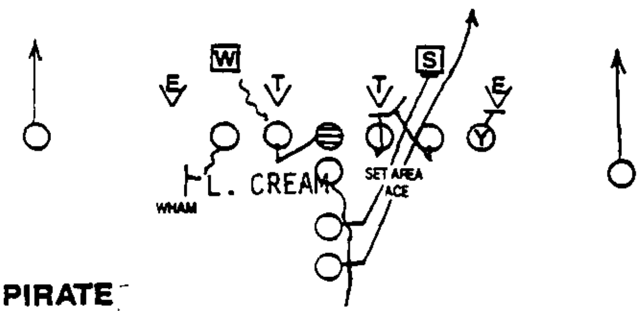

UNDER 40L



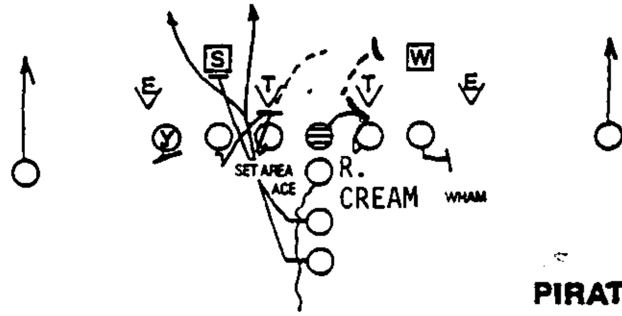

OVER WIDE




ORANGE STRONG

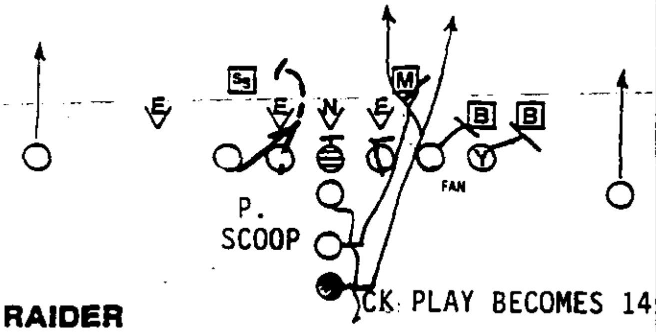



PIRATE

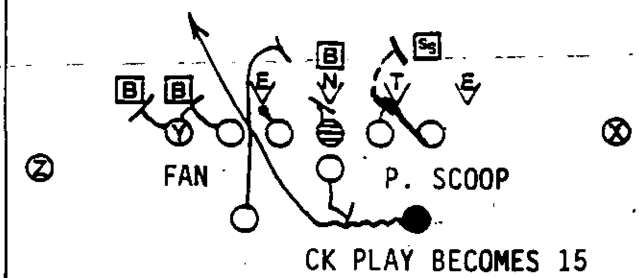



PIRATE

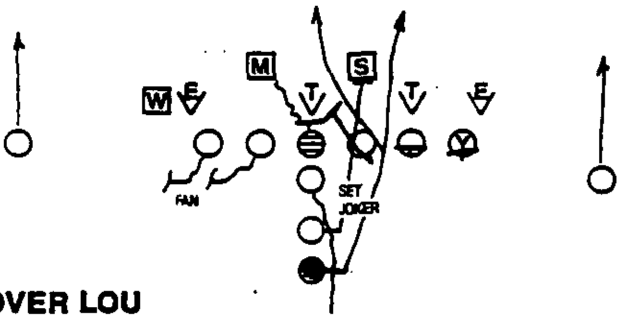
# DELAY 14/15



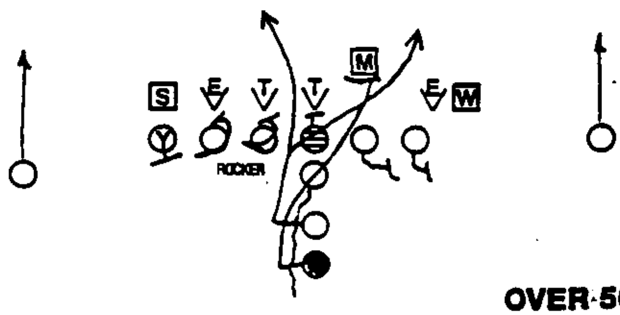

RAIDER




RAIDER

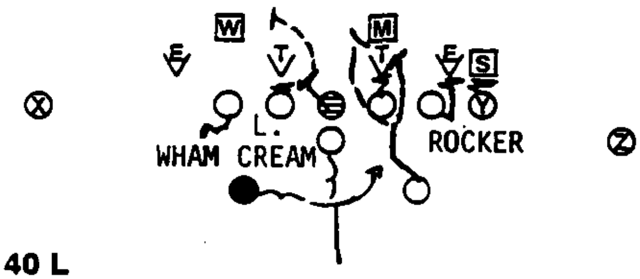



OVER LOU

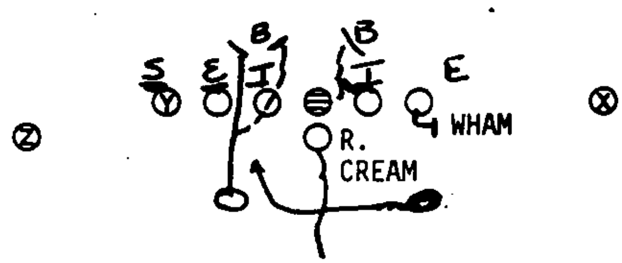



OVER 50

NOTES




40 L




NOTES



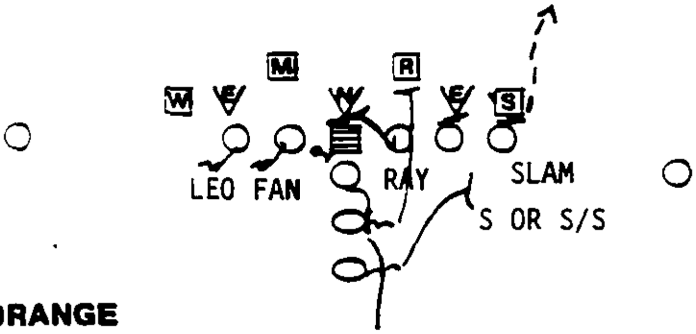
NOTES



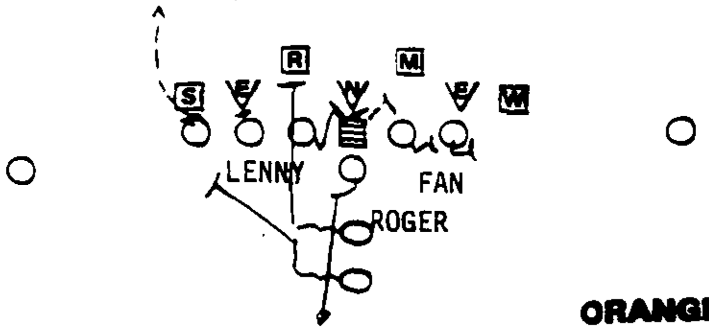
REMARKS

REMARKS

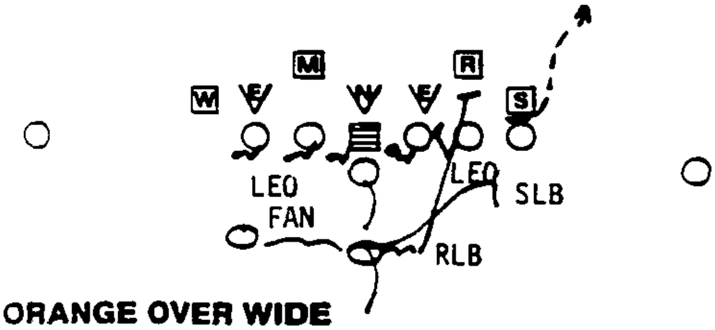
**PLAY** FIRE PASS DELAY 14 — FIRE PASS DELAY 15 **FORMATIONS**



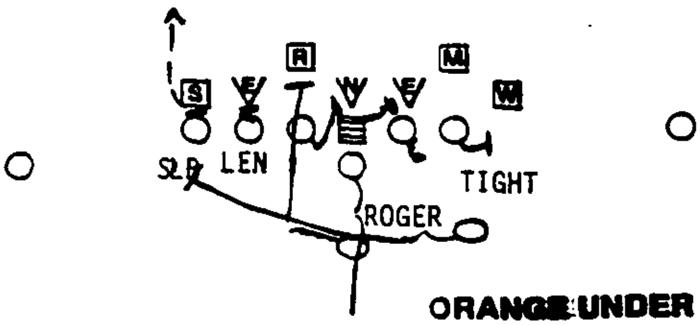

**ORANGE**



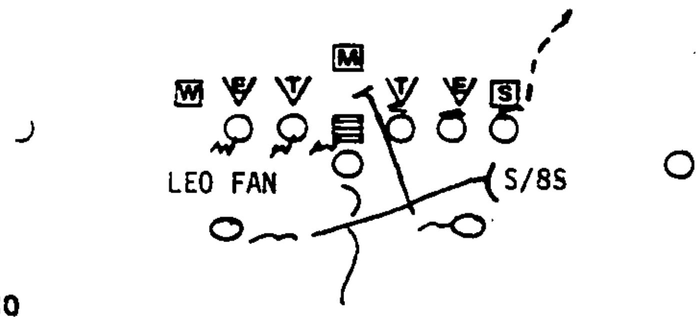

**ORANGE**



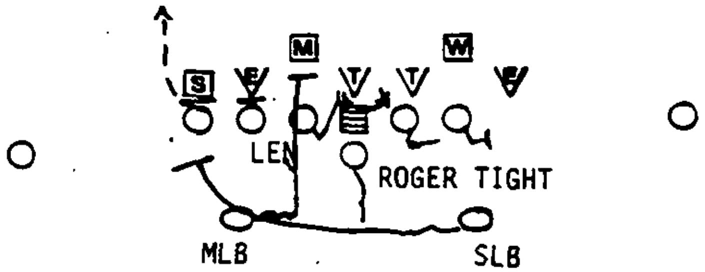

**ORANGE OVER WIDE**



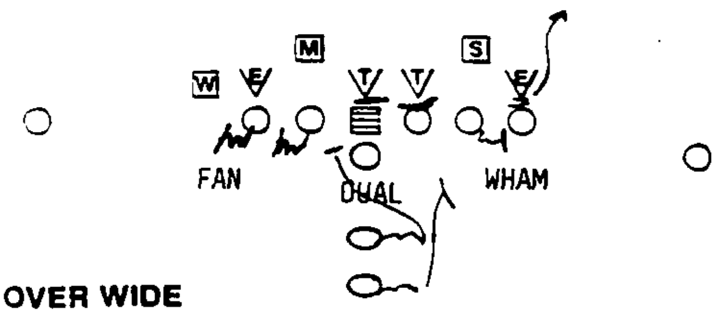

**ORANGE UNDER L**



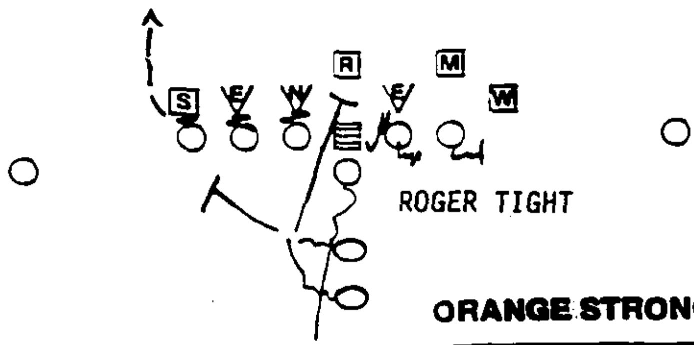

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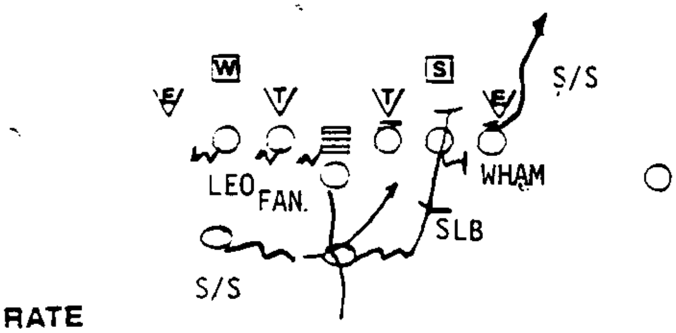

**UNDER 40L**



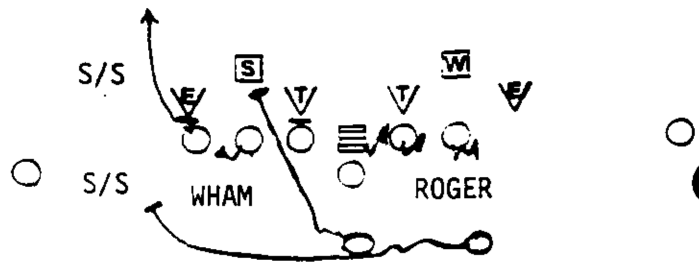

**OVER WIDE**




**ORANGE STRONG**

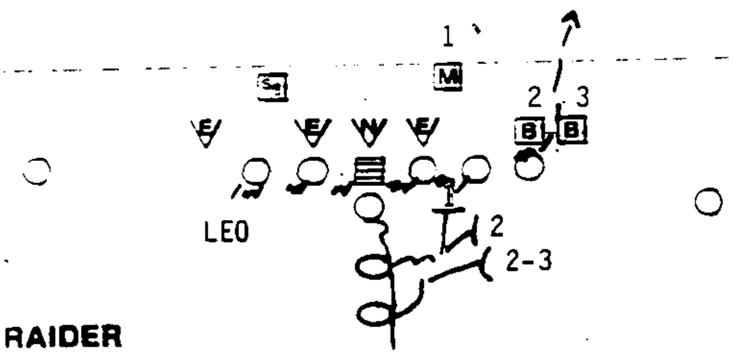



**PIRATE**

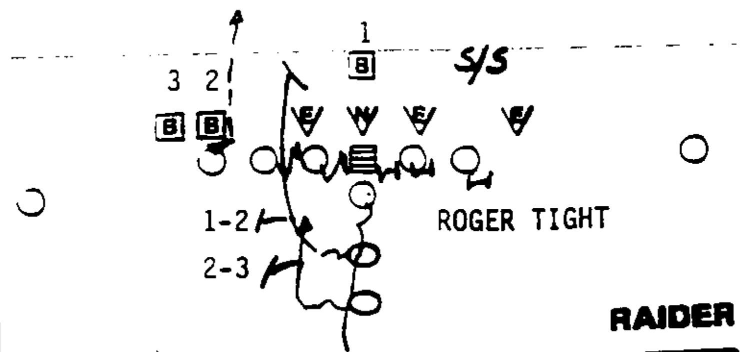



**PIRATE**

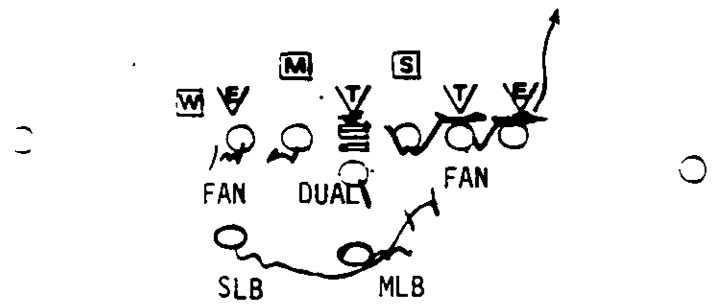
PLAY F.P. DELAY 14 F.P. DELAY 15 **FORMATIONS**



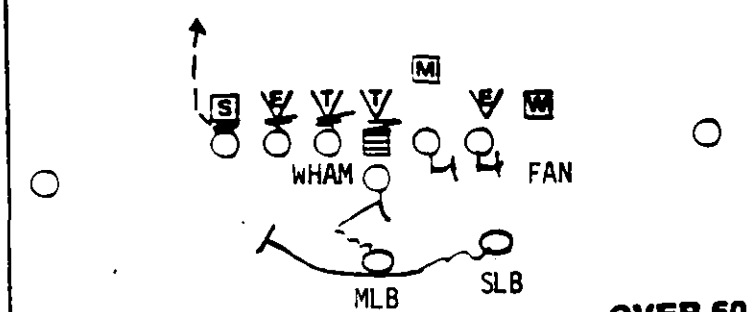

**RAIDER**




**RAIDER**

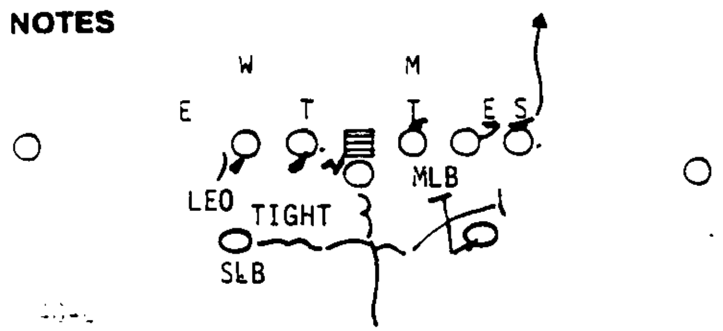



**OVER LOU**

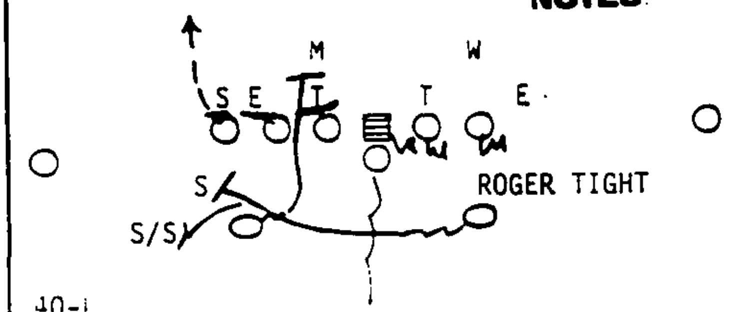



**OVER 50**

**NOTES**




**NOTES**




**NOTES**



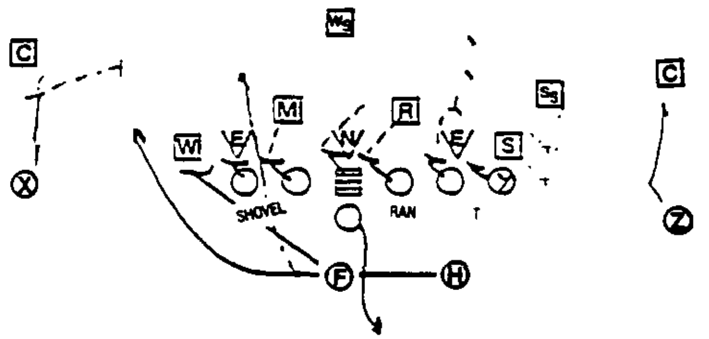
**NOTES**



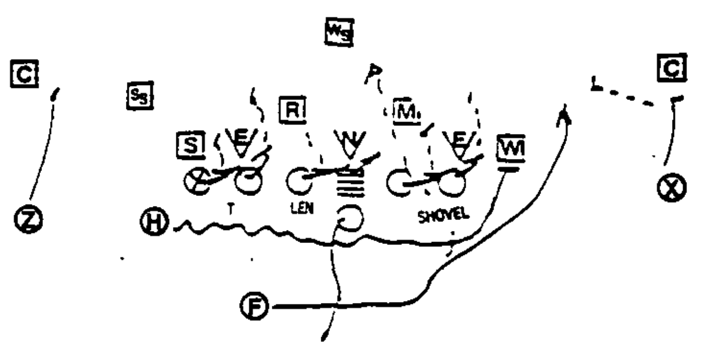
**REMARKS**

**REMARKS**

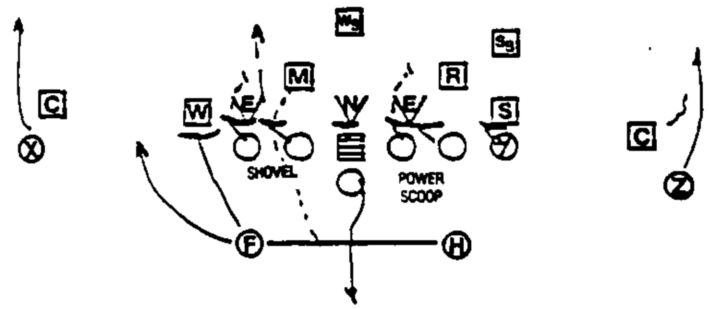
# 15/14 NEAR/I/HALF I



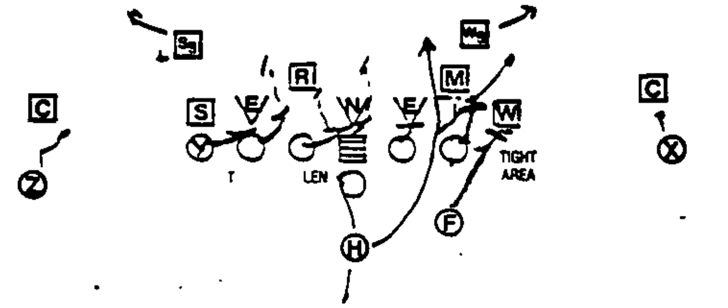

ORANGE



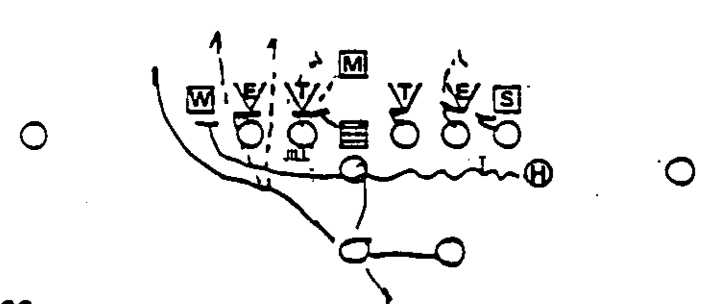

ORANGE



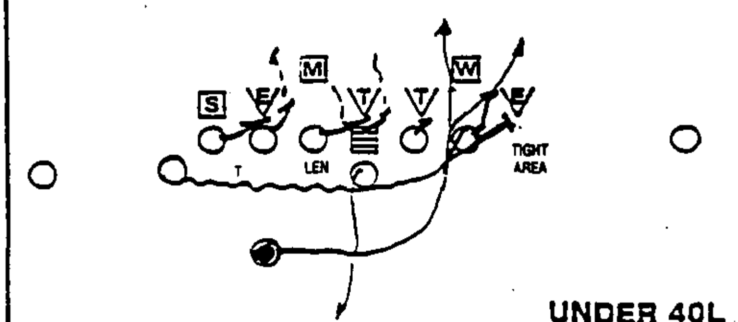

ORANGE OVER WIDE



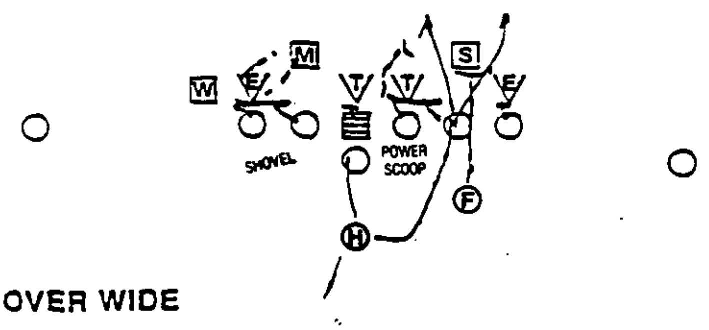

ORANGE UNDER L



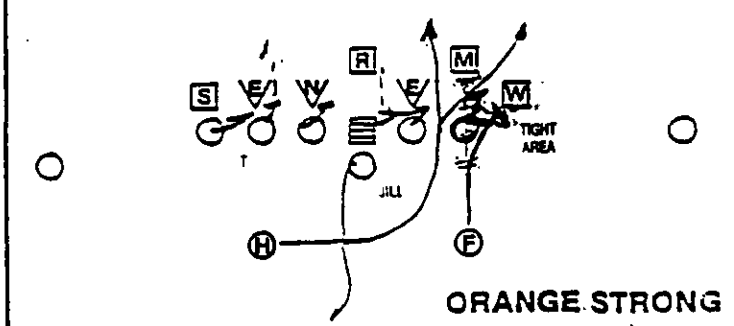

30



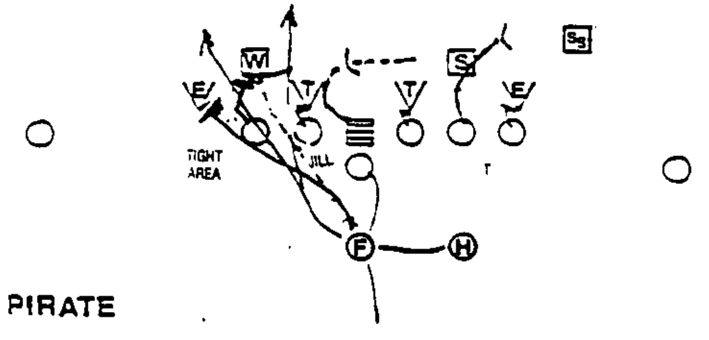

UNDER 40L



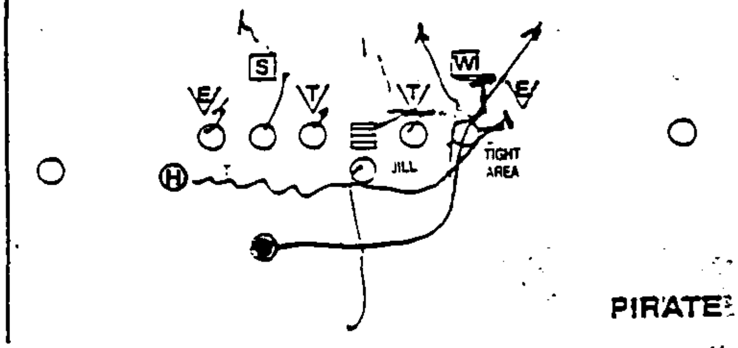

OVER WIDE




ORANGE STRONG

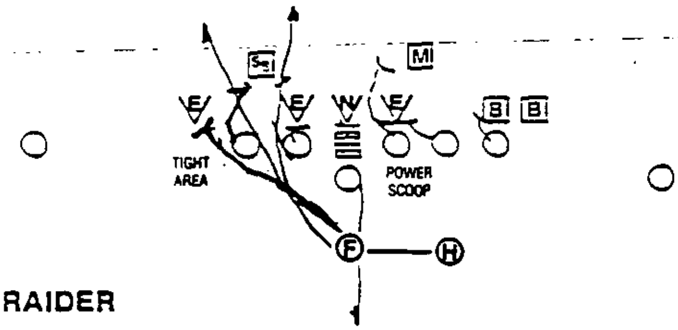



PIRATE

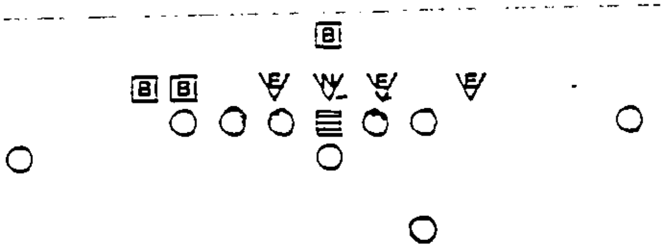



PIRATE

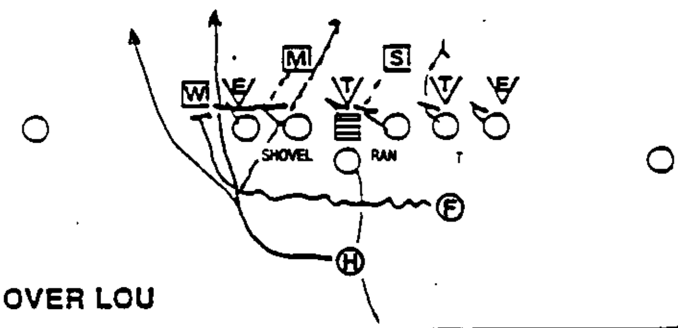
# 15/14 NEAR/I/HALF I



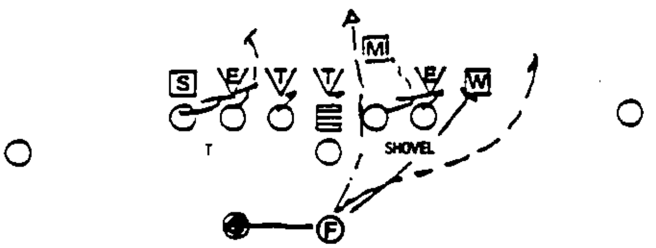

RAIDER



RAIDER

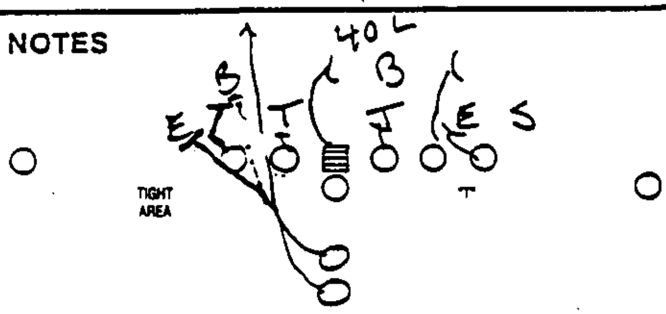



OVER LOU

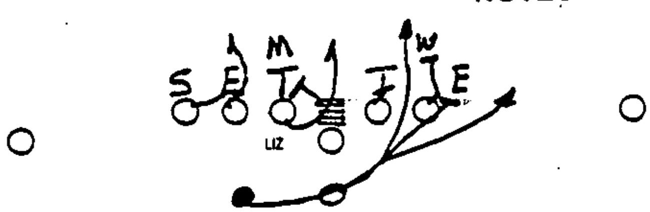



OVER 50

NOTES




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40 L

NOTES

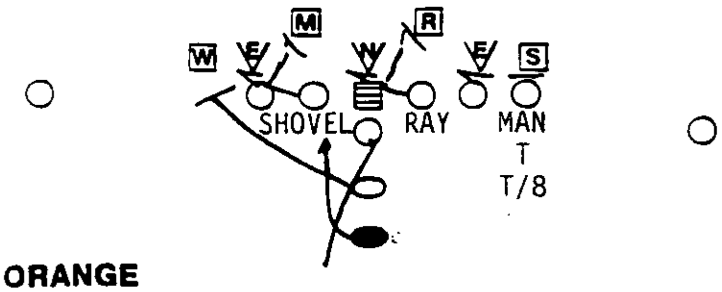


NOTES

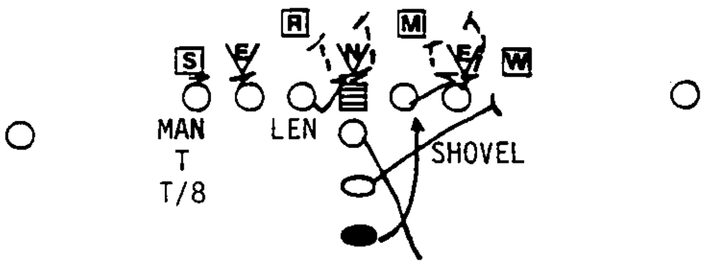


REMARKS

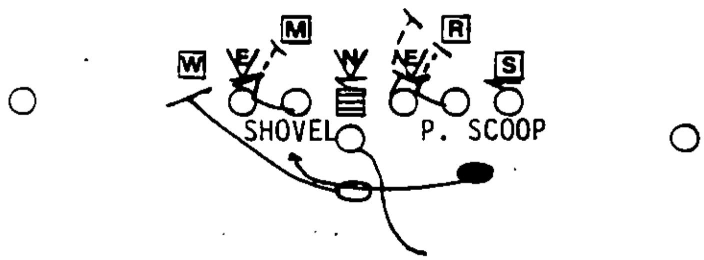
REMARKS



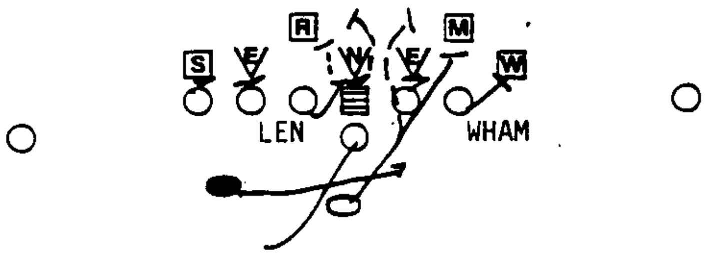

ORANGE



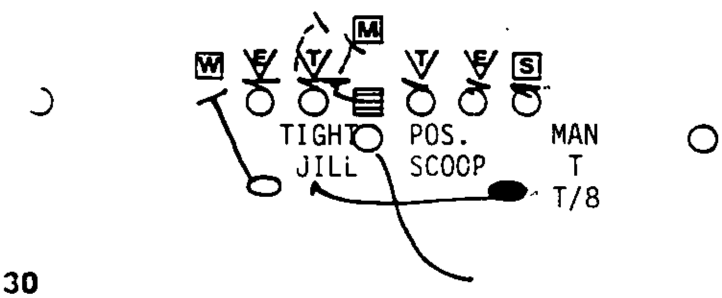

ORANGE



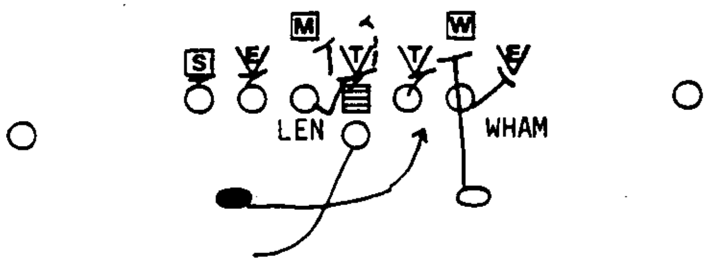

ORANGE OVER WIDE



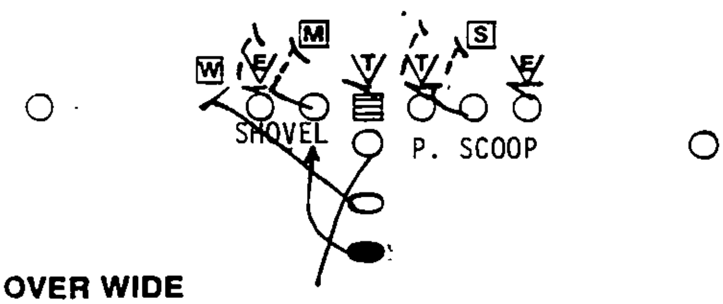

ORANGE UNDER L



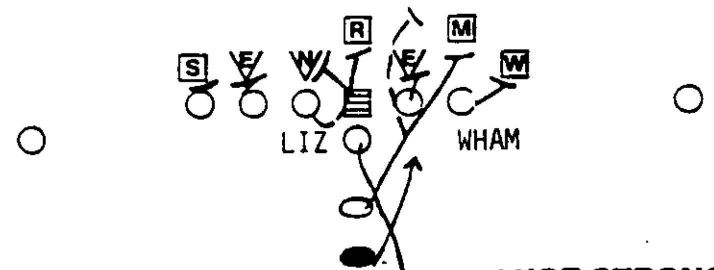

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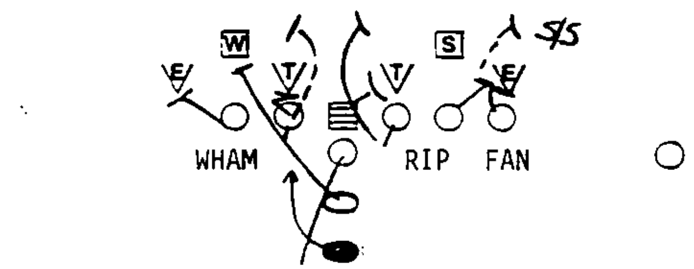

UNDER 40L



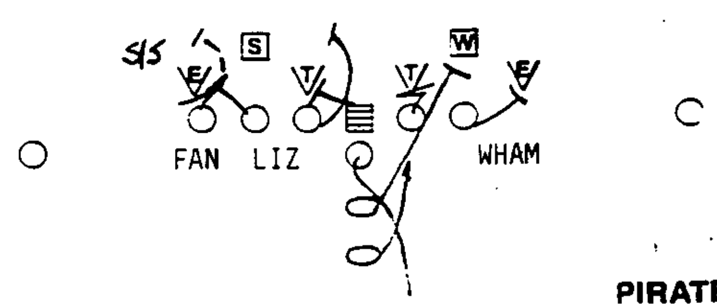

OVER WIDE




ORANGE STRONG

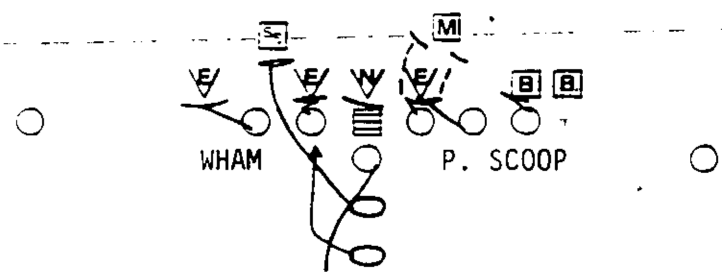


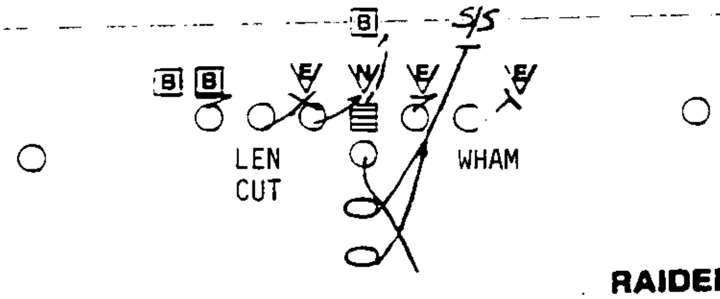

PIRATE




PIRATE

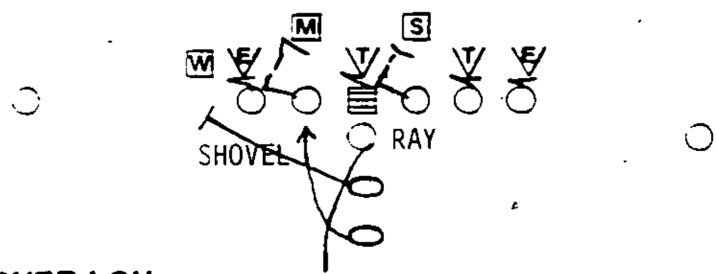
PLAY 15/14L FORMATIONS

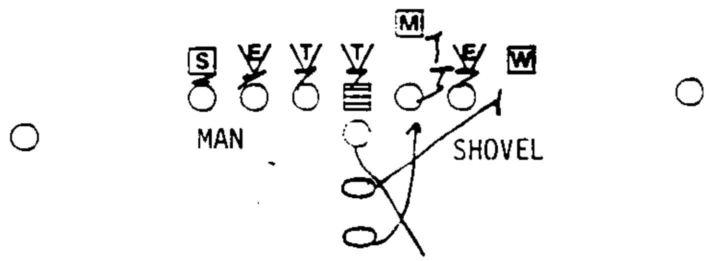



**RAIDER**

**RAIDER**



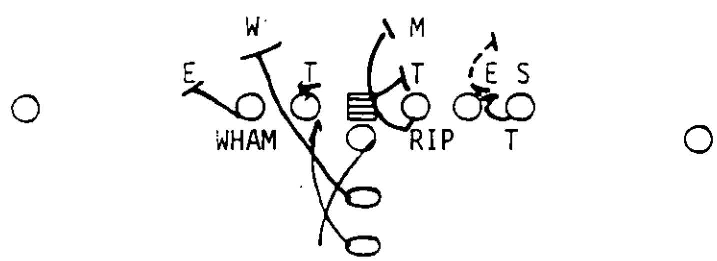




**OVER LOU**

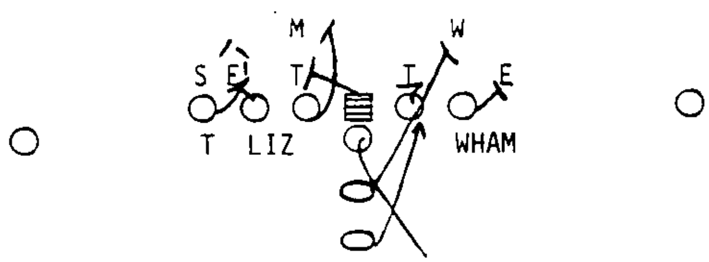
**OVER 50**

**NOTES**

**NOTES**




40-L




40-L

**NOTES**

**NOTES**

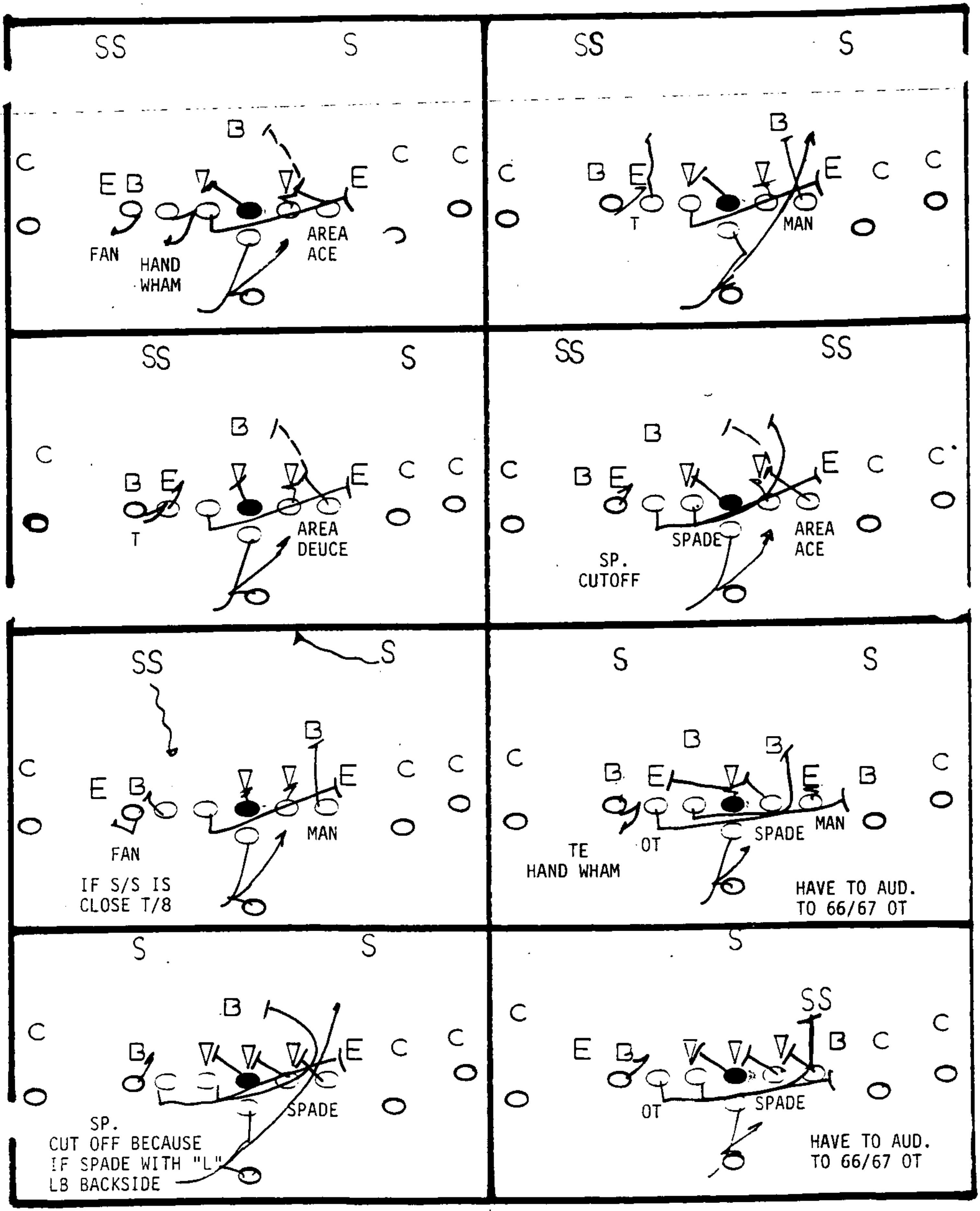




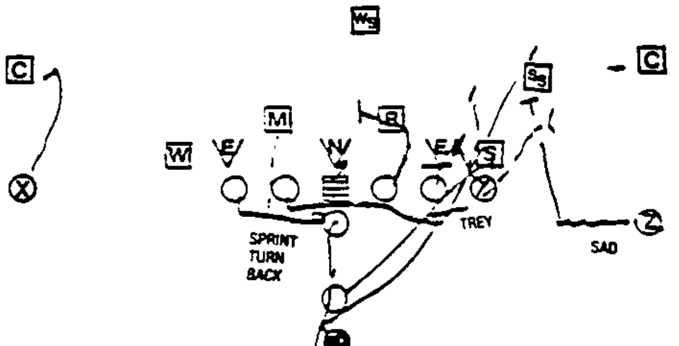
**REMARKS**

**REMARKS**

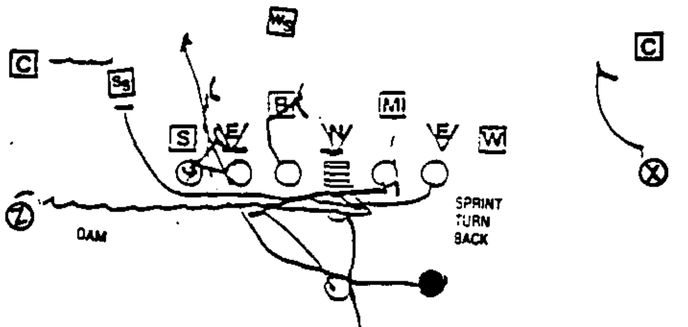
PLAY: COUNTER 16-O (WEAK) USUALLY OPPOSITE CALL



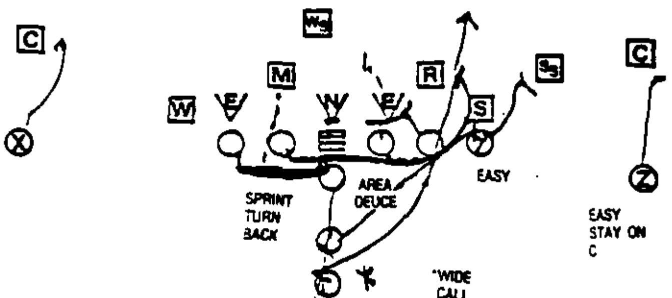
# 16/17 BOB TREY O



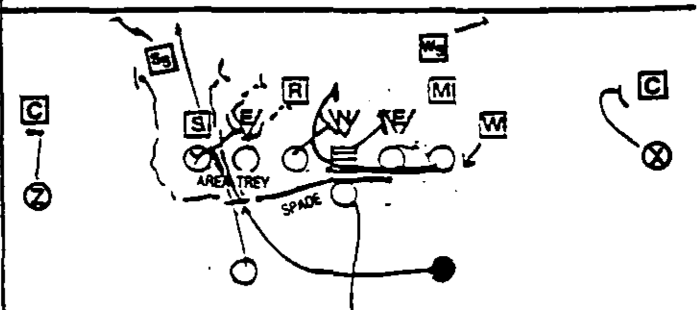

ORANGE



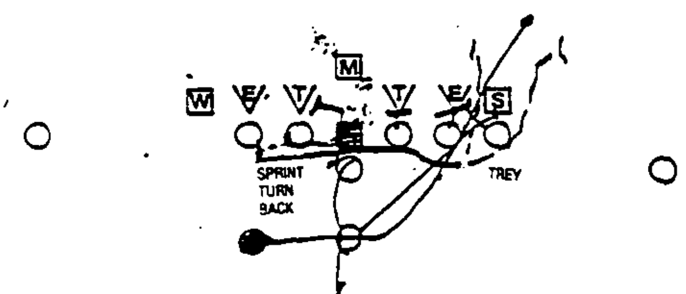

ORANGE



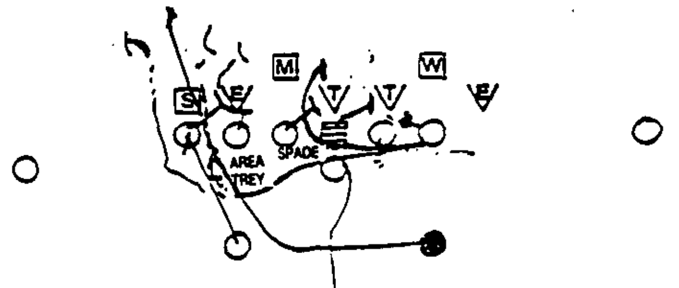

ORANGE OVER WIDE



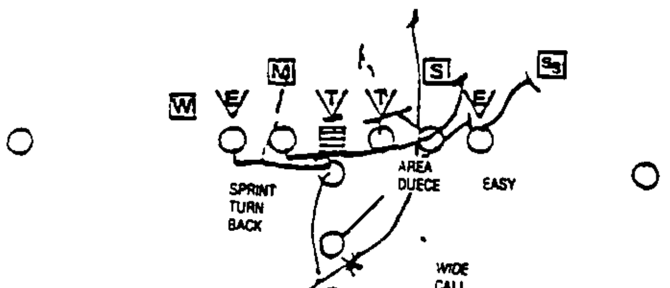

ORANGE UNDER L



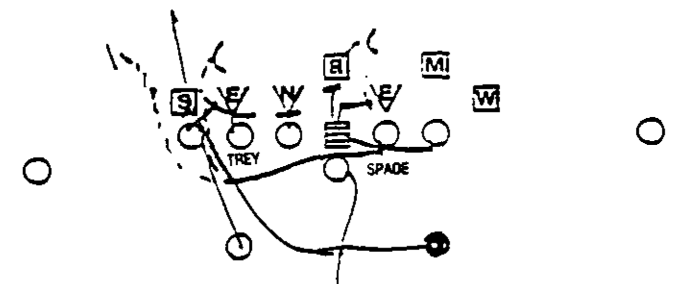

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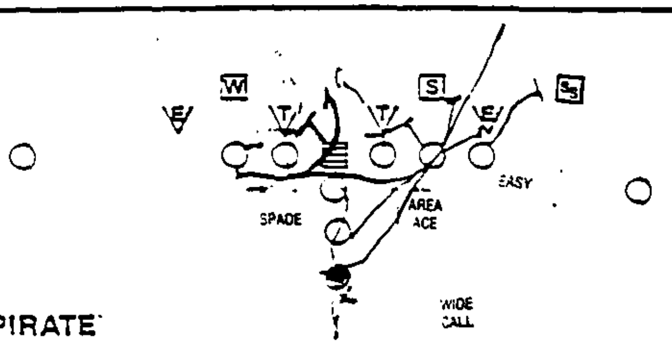

UNDER 40L



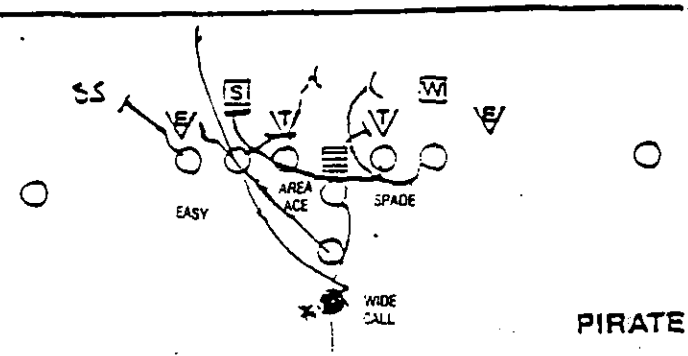

OVER WIDE




ORANGE STRONG

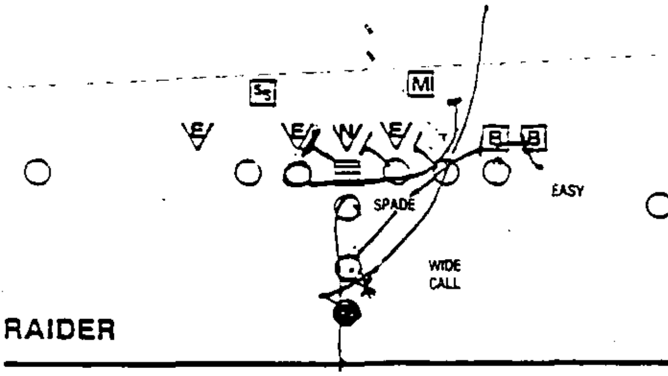



PIRATE

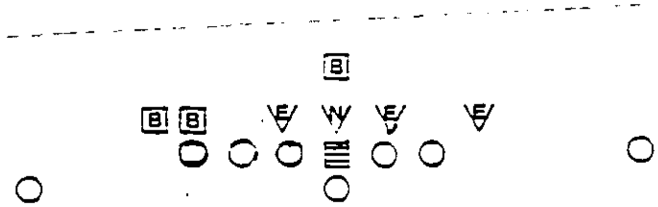



PIRATE

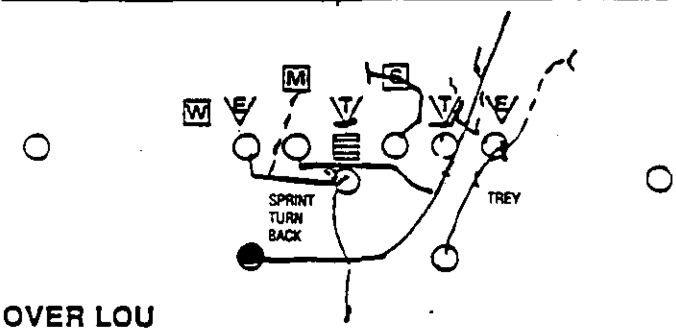
# 16/17 BOB TREY O



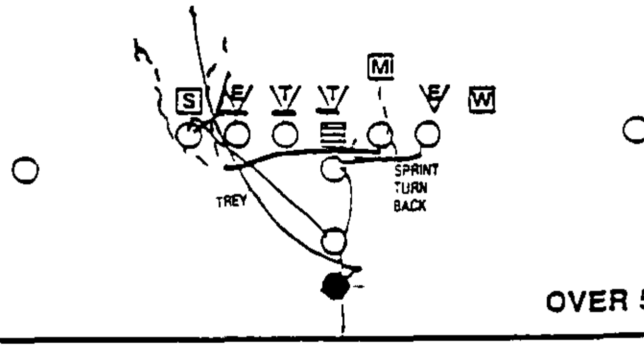

RAIDER



RAIDER

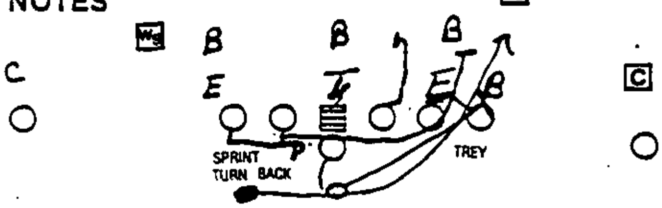



OVER LOU



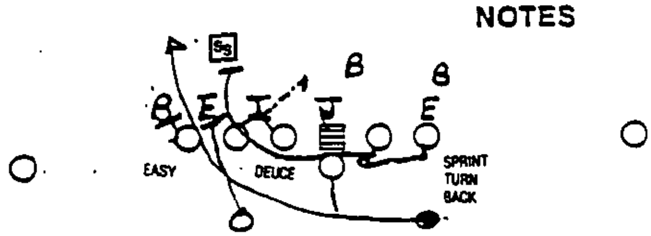

OVER 50

NOTES



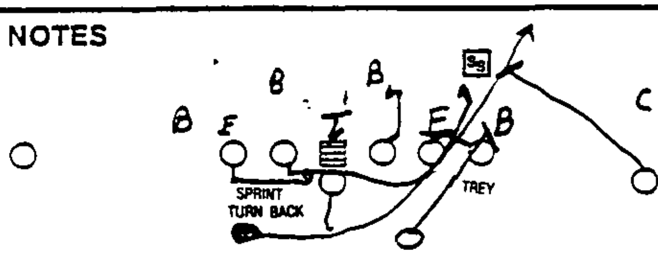

Orange 8 Stack

NOTES



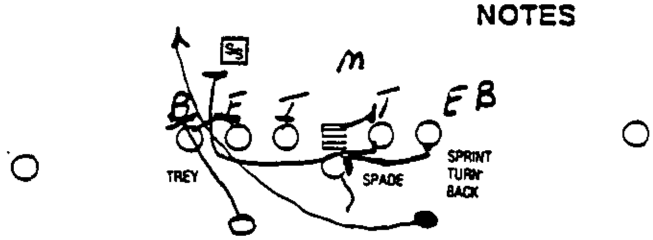

over 8

NOTES



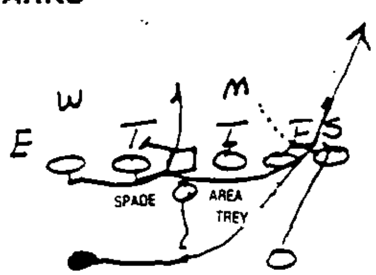

Orange 8

NOTES




30 8

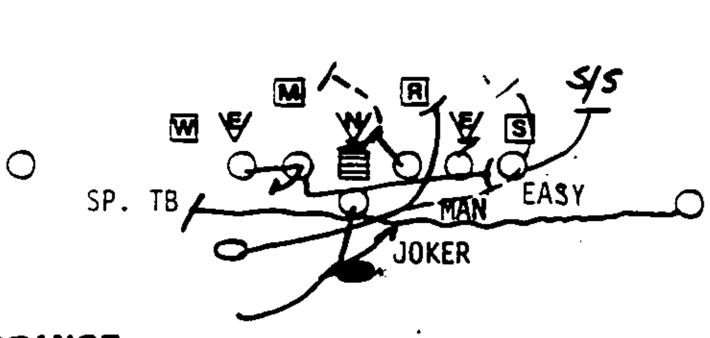
REMARKS



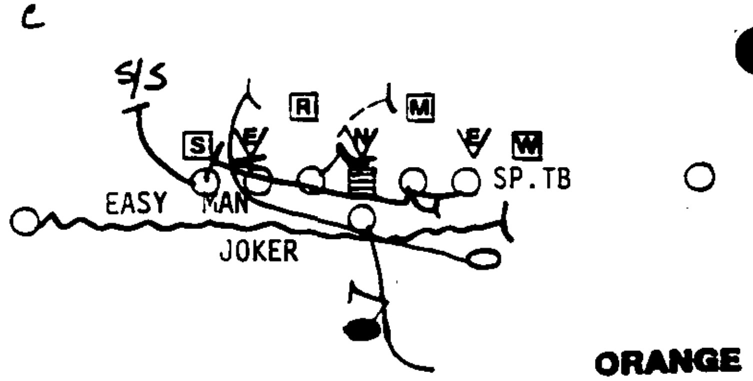

40 L

REMARKS

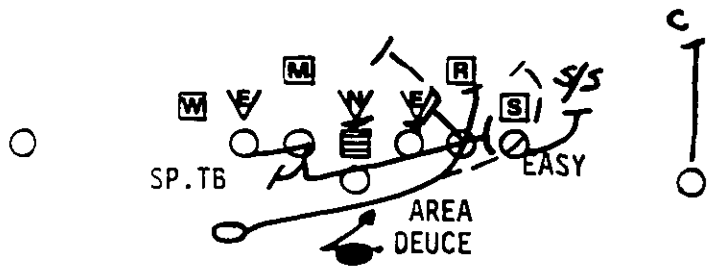
PLAY 16/17 OT FB EASY FORMATIONS



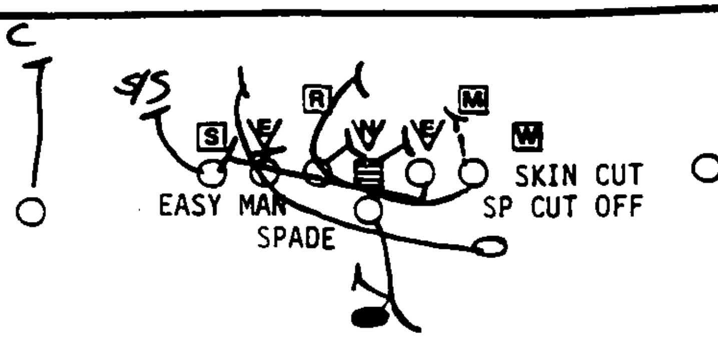

ORANGE



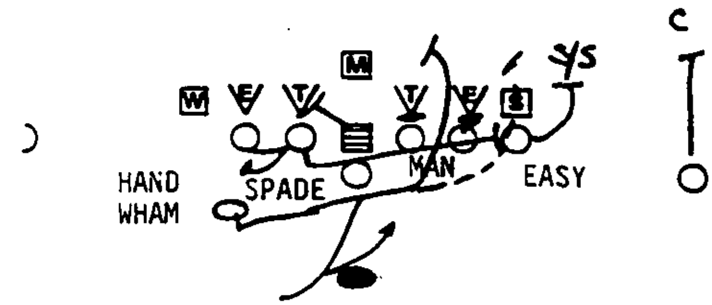

ORANGE



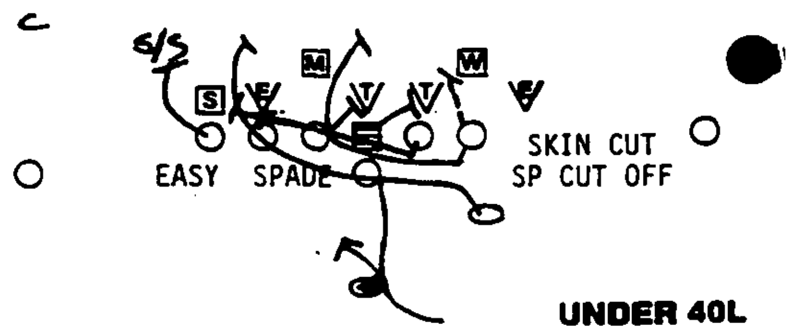

ORANGE OVER WIDE



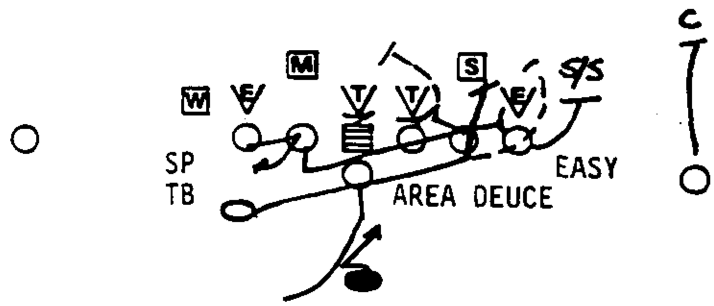

ORANGE UNDER L



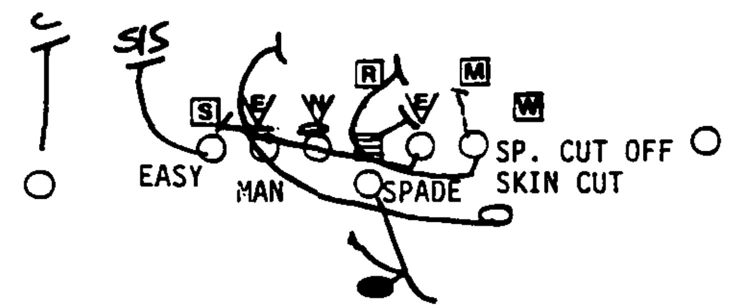

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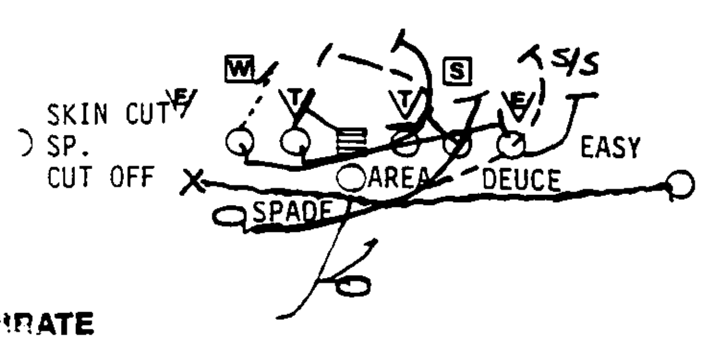

UNDER 40L



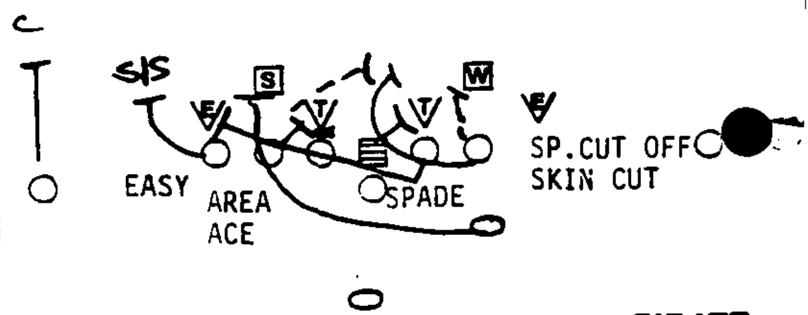

OVER WIDE




ORANGE STRONG

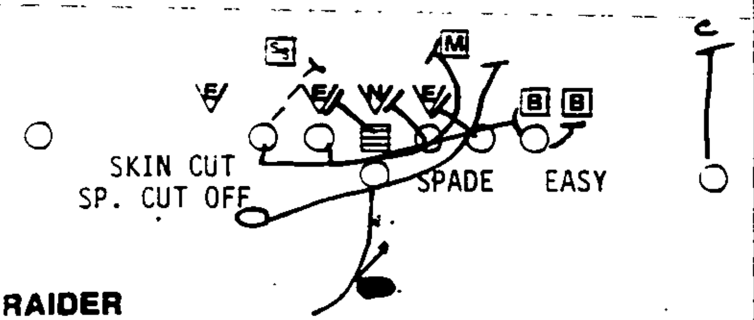



PIRATE

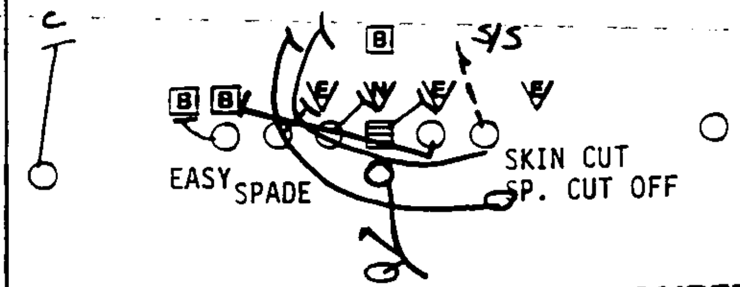



PIRATE

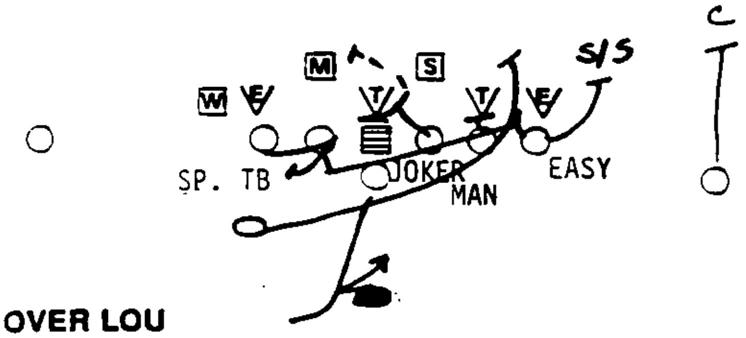
PLAY 16/17 OT FB EASY **FORMATIONS**



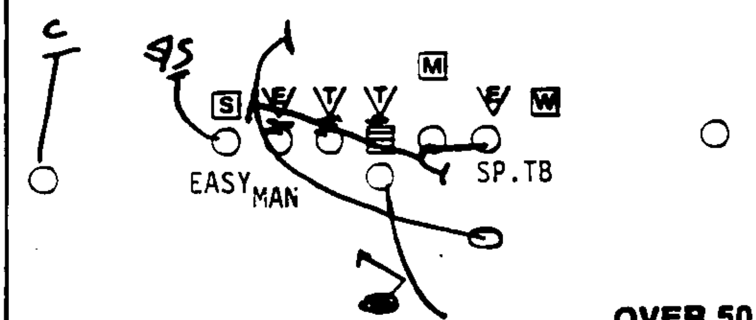

**RAIDER**




**RAIDER**

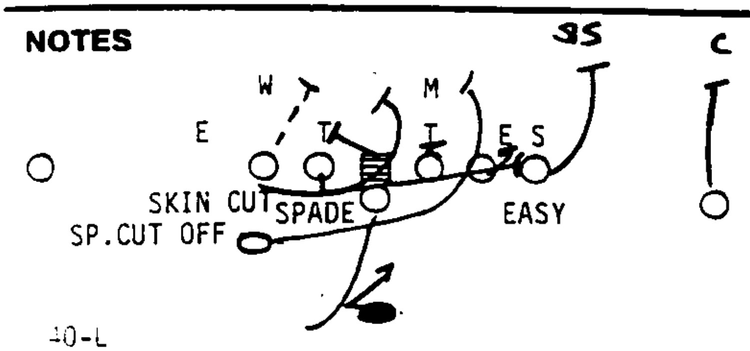



**OVER LOU**



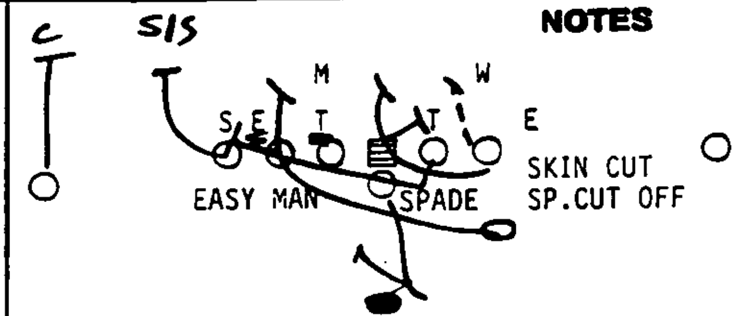

**OVER 50**

**NOTES**



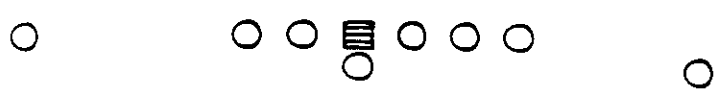

40-L

**NOTES**




40-L

**NOTES**



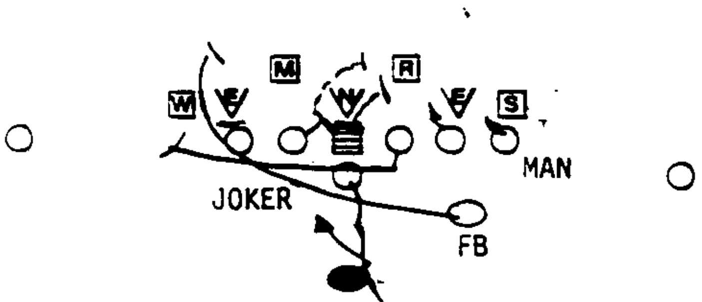
**NOTES**



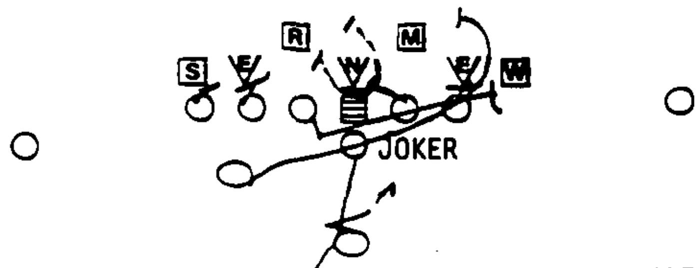
**REMARKS**

**REMARKS**

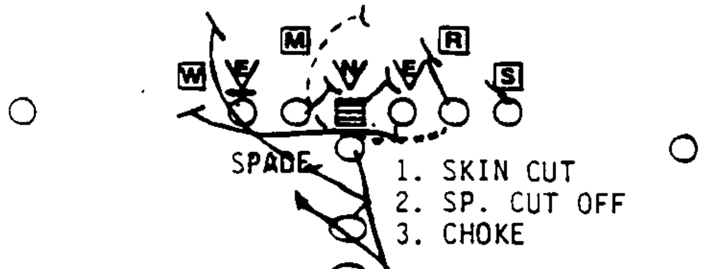
PLAY 17 O.T. FB WEAK | 16 O.T. FB WEAK FORMATIONS



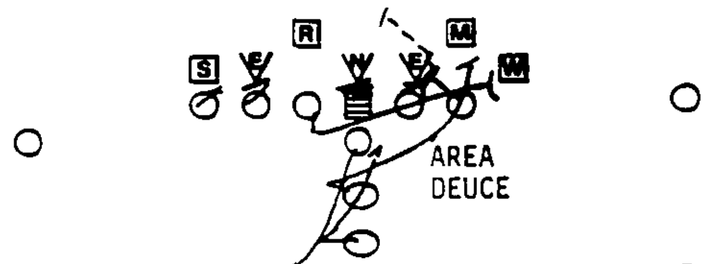

ORANGE



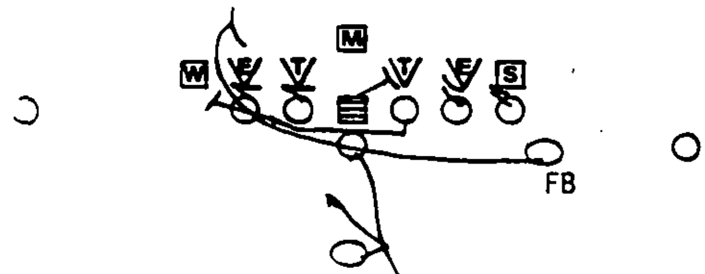

ORANGE



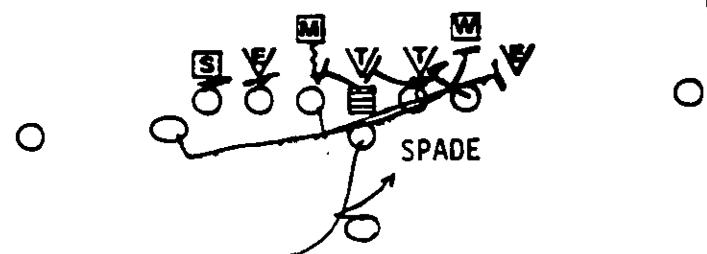

ORANGE OVER WIDE



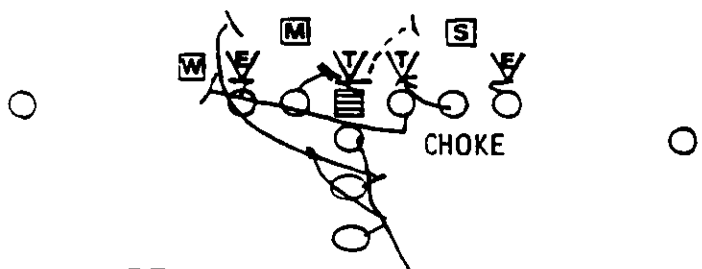

ORANGE UNDER L



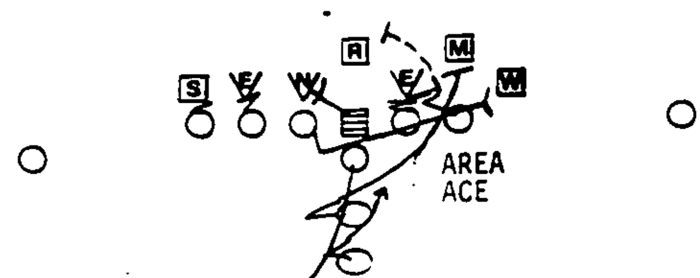

30



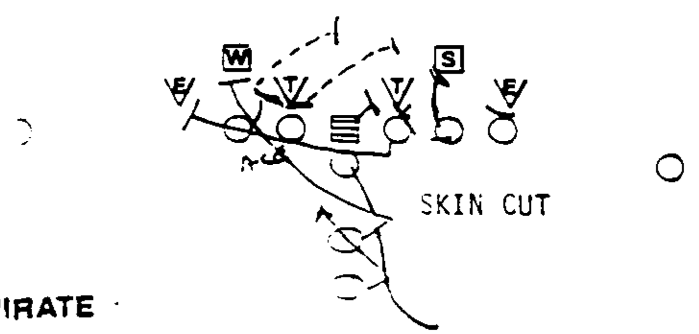

UNDER 40L



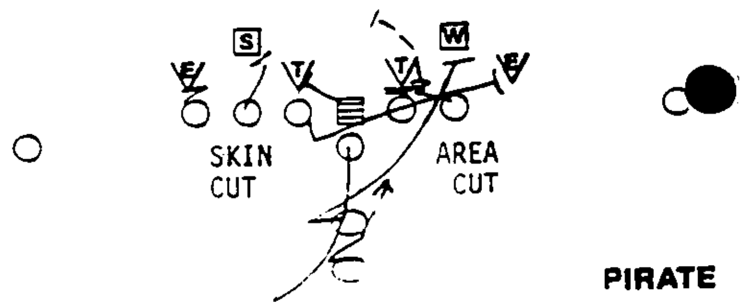

OVER WIDE




ORANGE STRONG

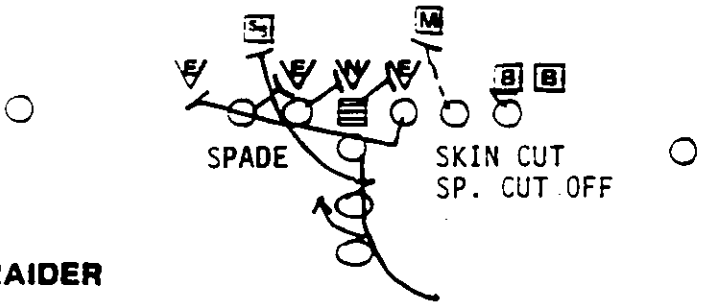



PIRATE

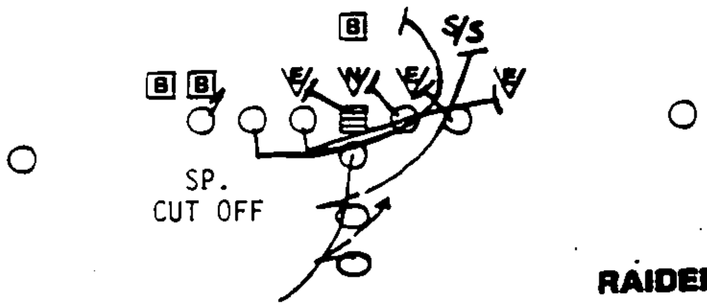



PIRATE

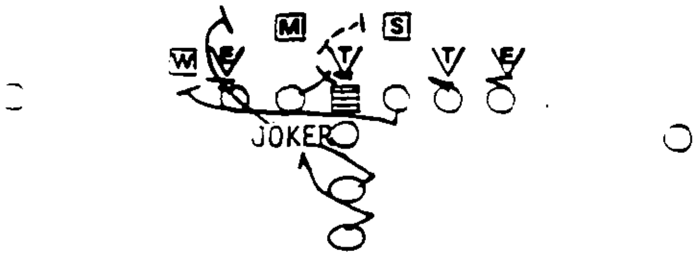
**PLAY** 17 O.T. FB WEAK | 16 O.T. FB WEAK **FORMATIONS**



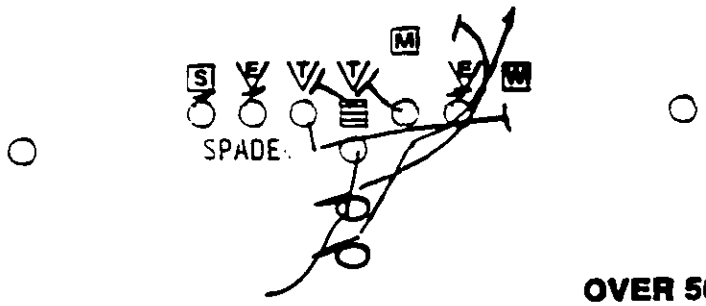

**RAIDER**




**RAIDER**

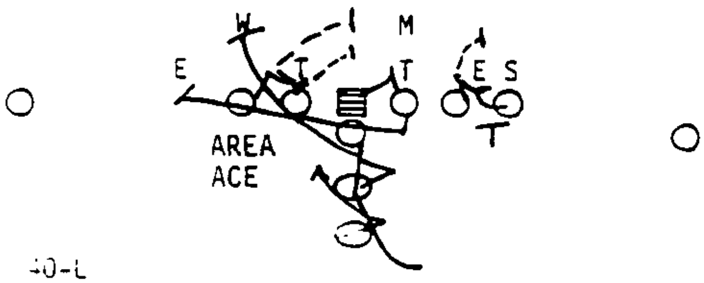



**OVER LOU**



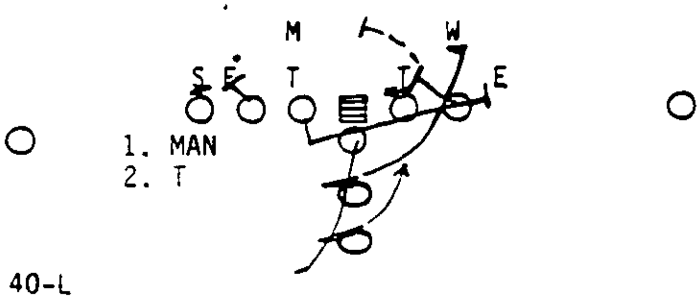

**OVER 50**

**NOTES**




40-L

**NOTES**




40-L

**NOTES**



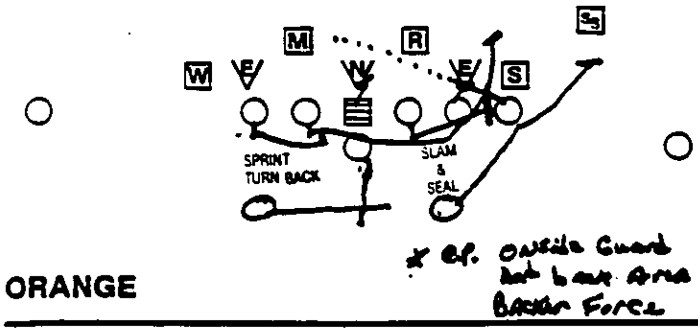
**NOTES**



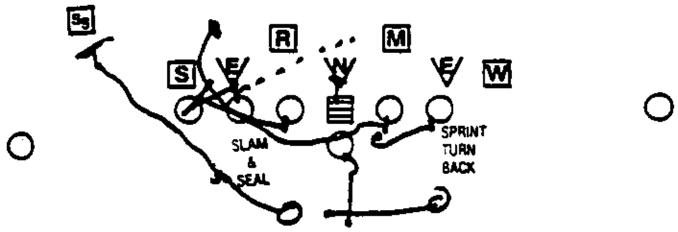
**REMARKS**

**REMARKS**

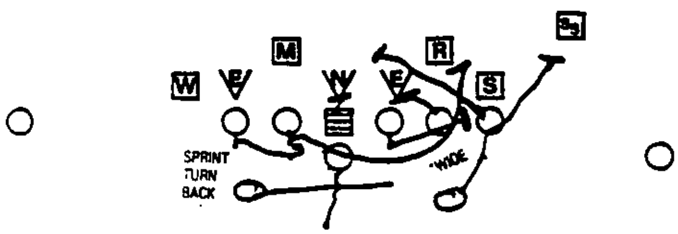
# 16/17 BLUFF GUARD O



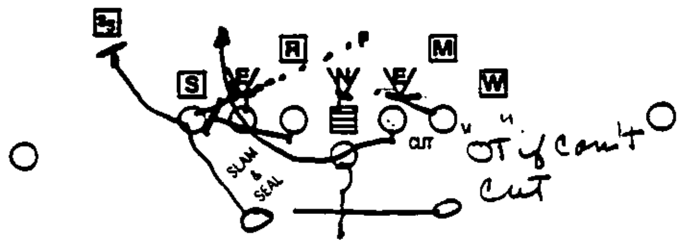

ORANGE



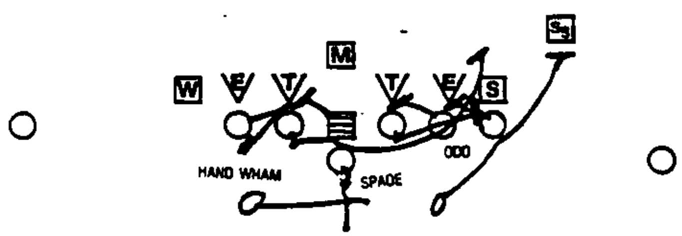

ORANGE



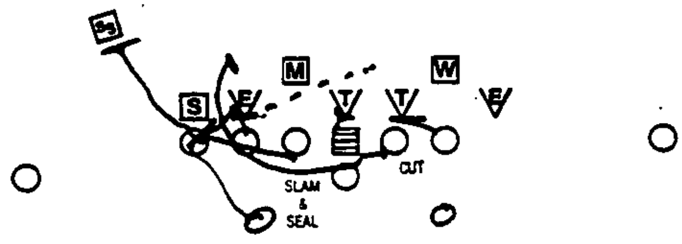

ORANGE OVER WIDE



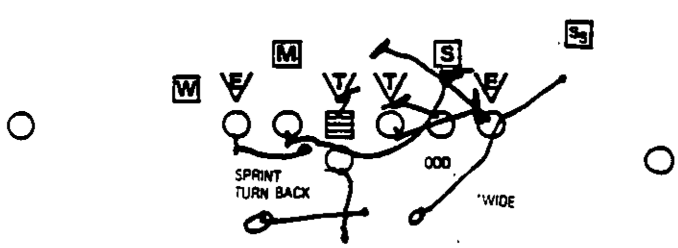

ORANGE UNDER L



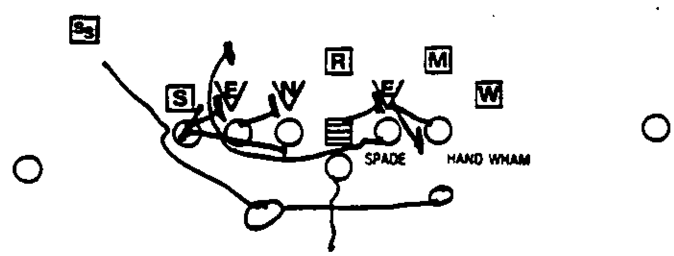

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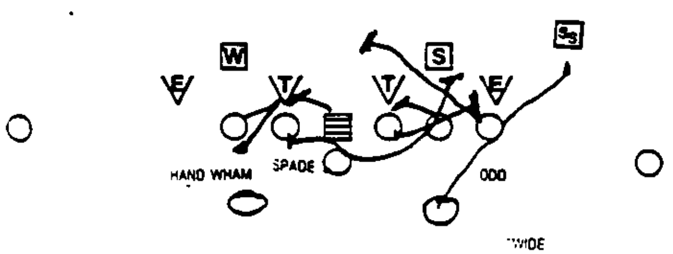

UNDER 40L



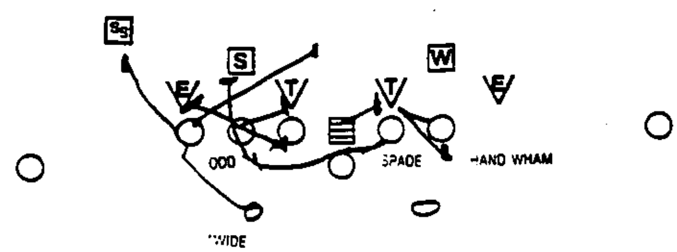

OVER WIDE




ORANGE STRONG

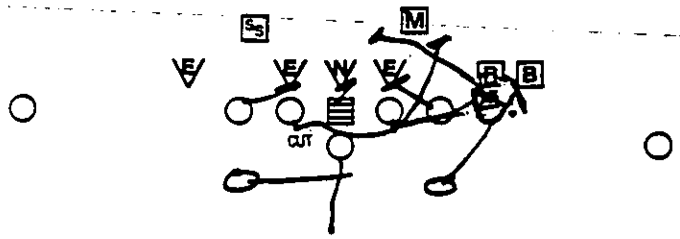



PIRATE

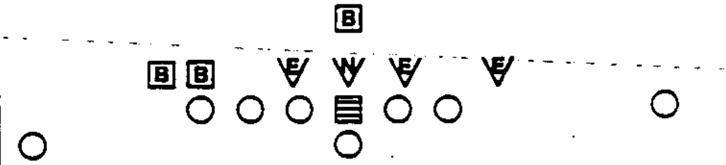



PIRATE

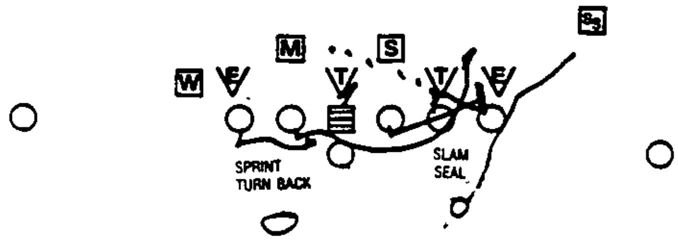
# 16/17 BLUFF GUARD O



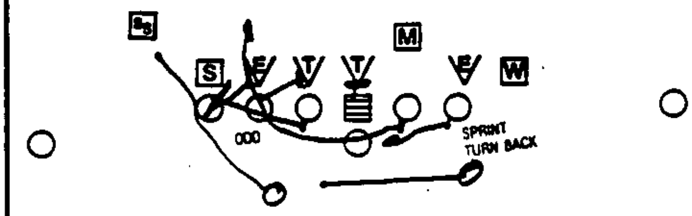

RAIDER



RAIDER




OVER LOU




OVER 50

NOTES



NOTES



NOTES



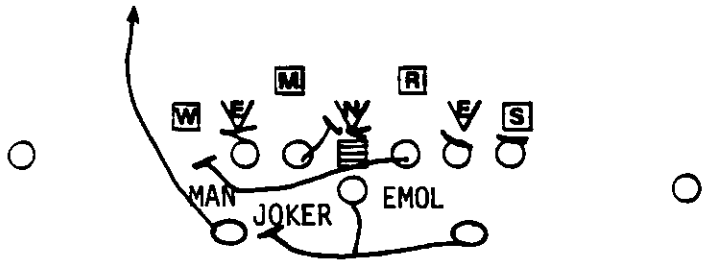
NOTES



REMARKS

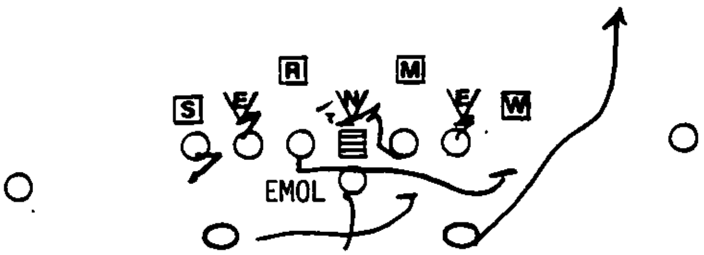
REMARKS

PLAY F.P. 17 BTO F.P. 16 BTO **FORMATIONS**



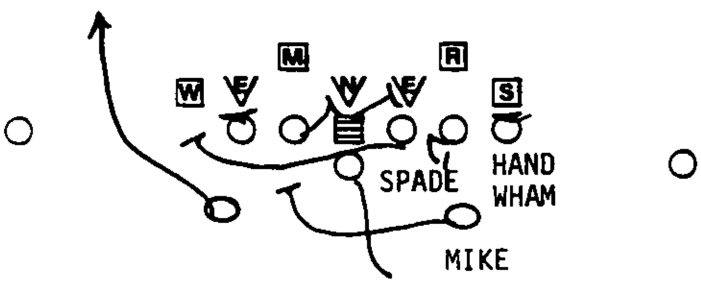

MIKE
1ST LB OFF LINE
FROM OUTSIDE IN

**ORANGE**

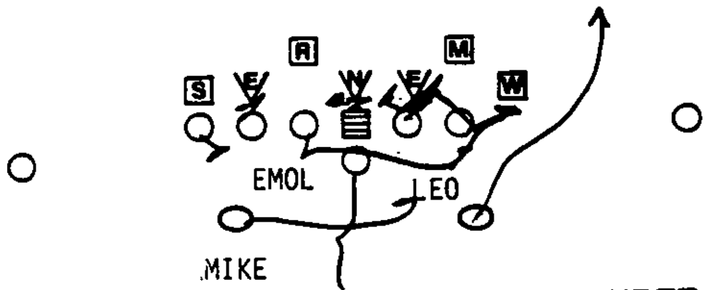



MIKE

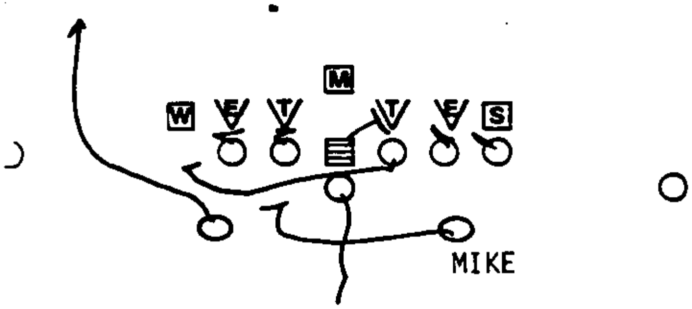
**ORANGE**



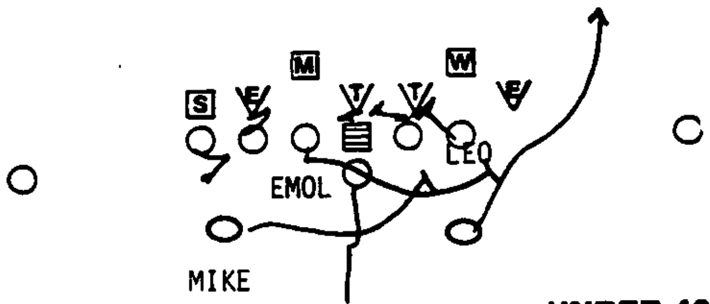

**ORANGE OVER WIDE**



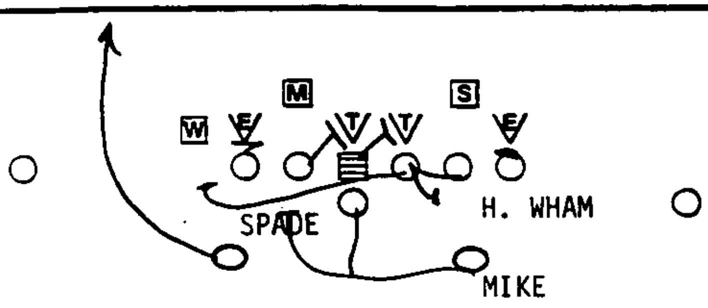

**ORANGE UNDER L**



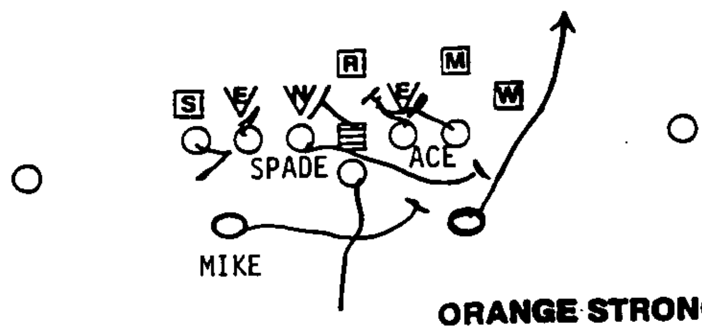

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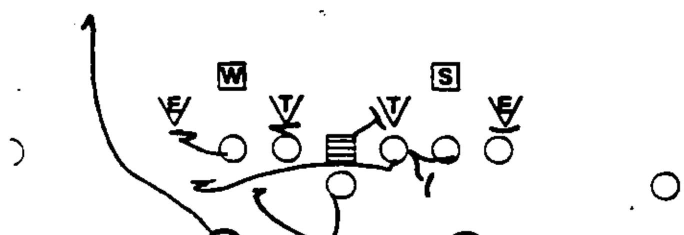

**UNDER 40L**




**OVER WIDE**

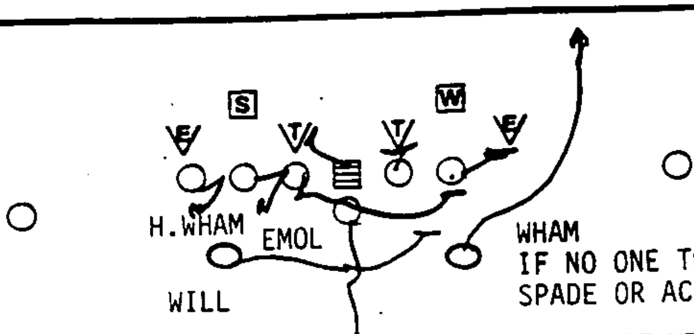



**ORANGE STRONG**



WHAM IF NO
ONE TO SPADE OR DEUCE TO WILL

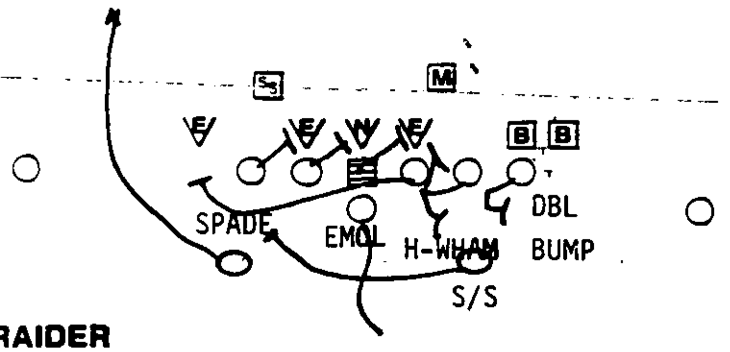
**PIRATE**

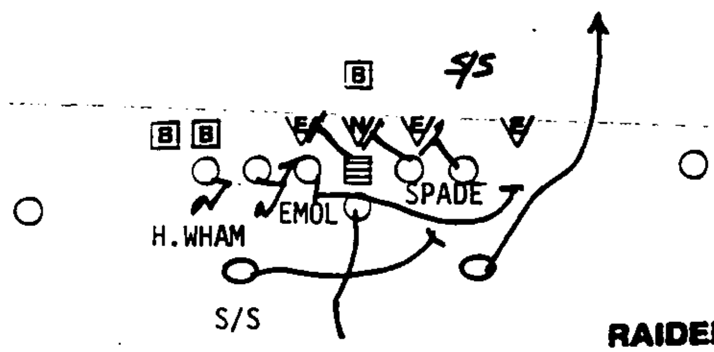



WHAM
IF NO ONE TO
SPADE OR ACE TC

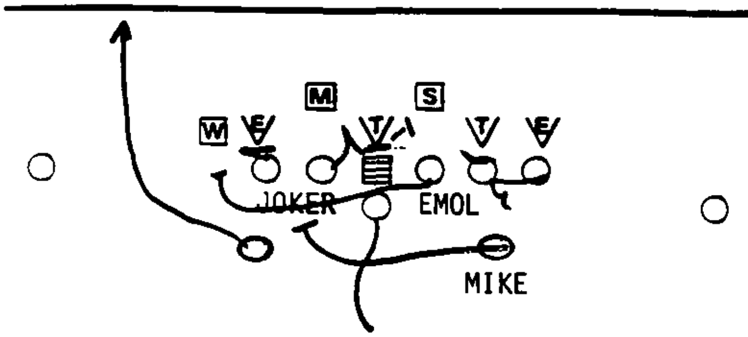
**PIRATE**

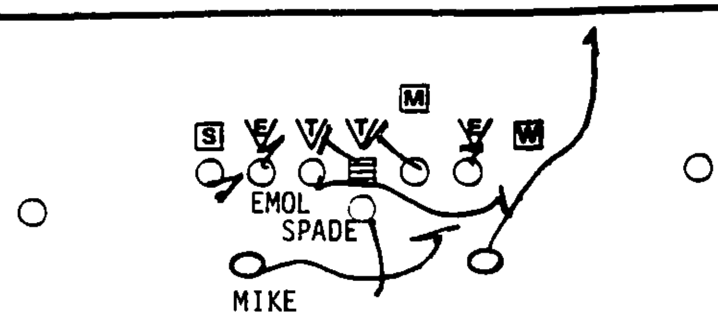
**PLAY** F.P. 17 BTO F.P. 16 BTO **FORMATIONS**



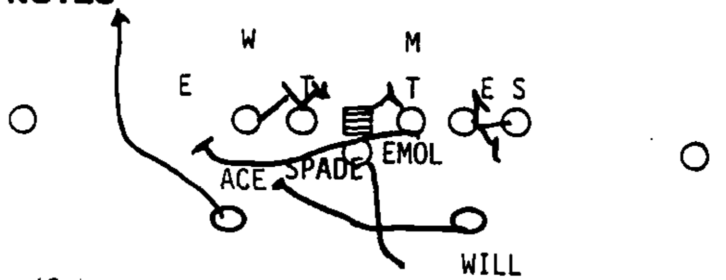

**RAIDER** **RAIDER**



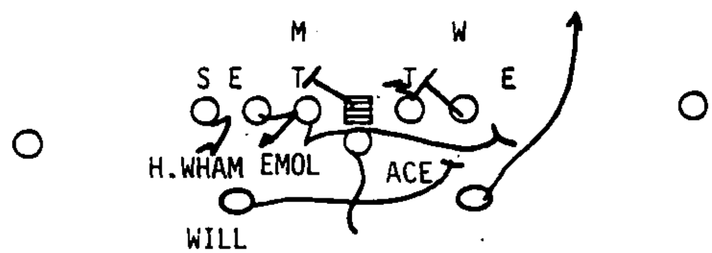




**OVER LOU** **OVER 50**

**NOTES** **NOTES**




40-L




40-L

**NOTES** **NOTES**

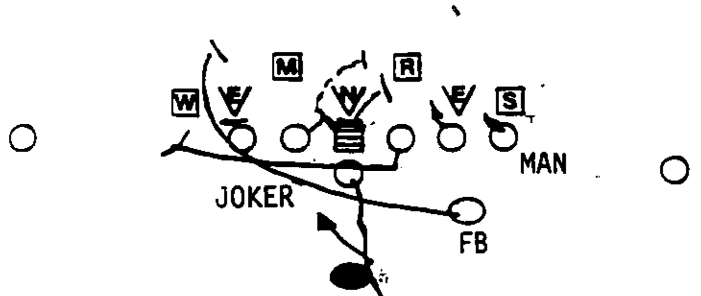




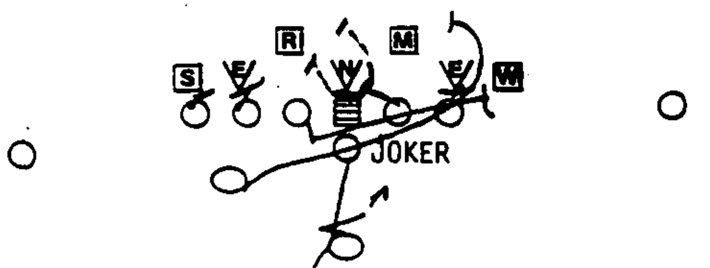
**REMARKS**

**REMARKS**

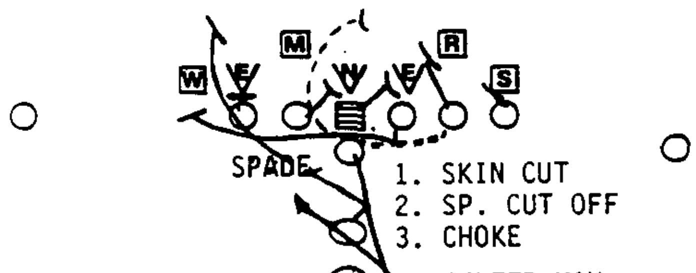
PLAY 17 O.T. FB WEAK — 16 O.T. FB WEAK **FORMATIONS**



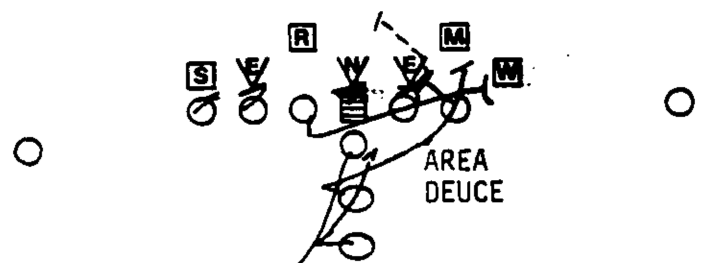

ORANGE



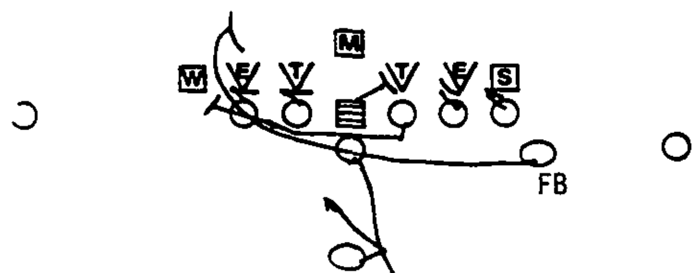

ORANGE



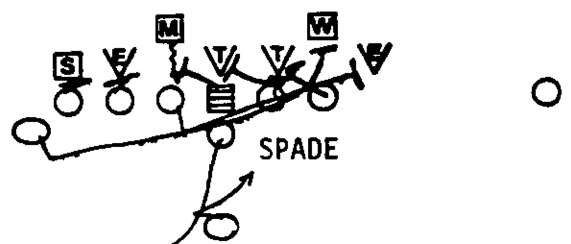

ORANGE OVER WIDE



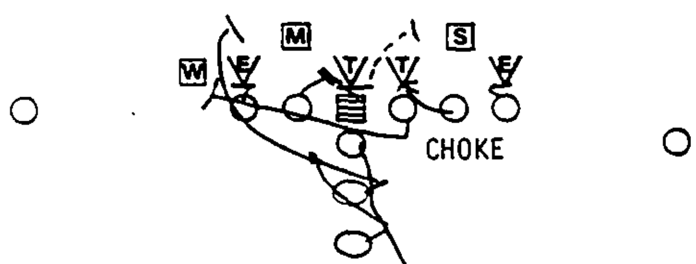

ORANGE UNDER L



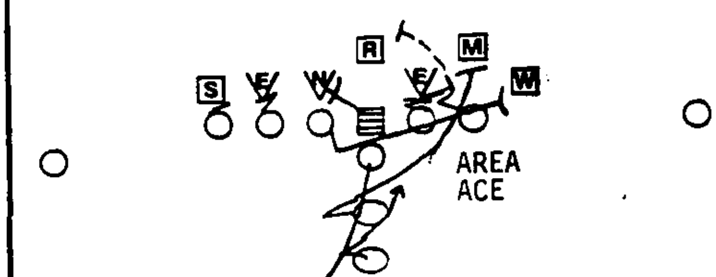

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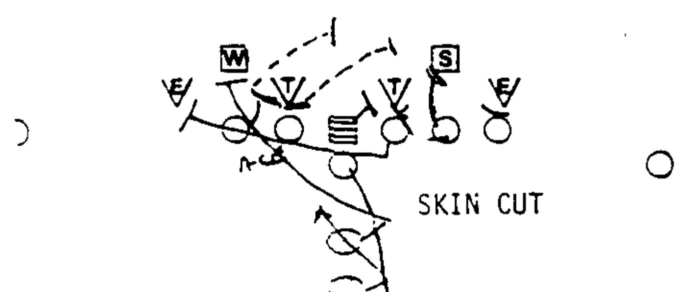

UNDER 40L



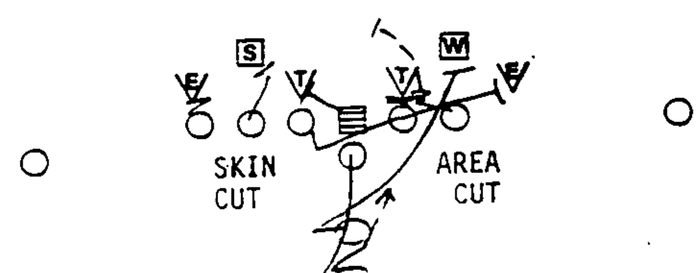

OVER WIDE




ORANGE STRONG

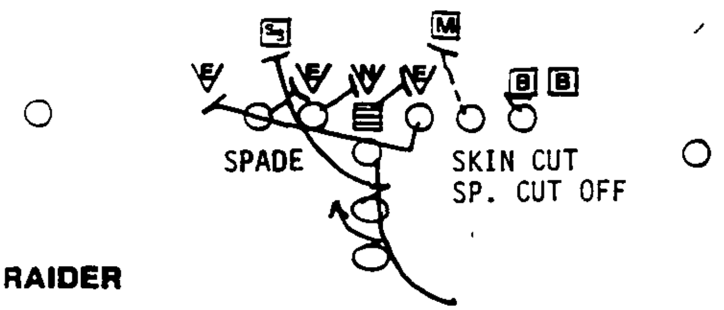



PIRATE

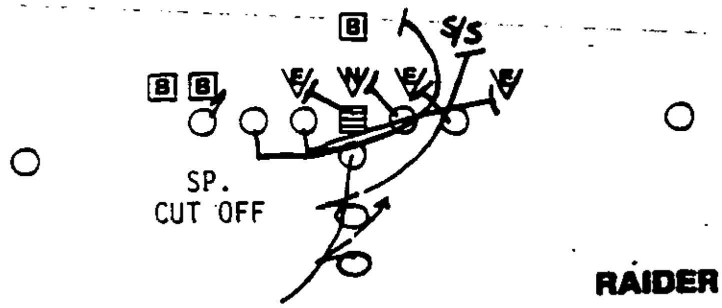



PIRATE

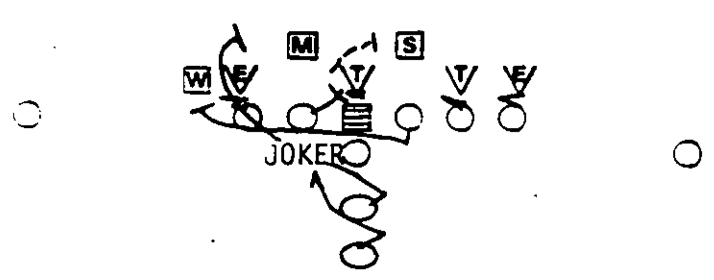
**PLAY** 17 O.T. FB WEAK    16 O.T. FB WEAK **FORMATIONS**



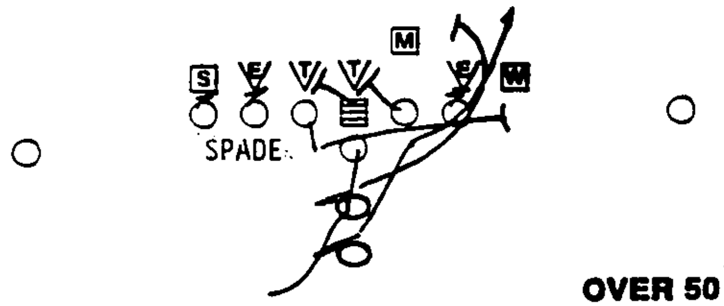

**RAIDER**




**RAIDER**

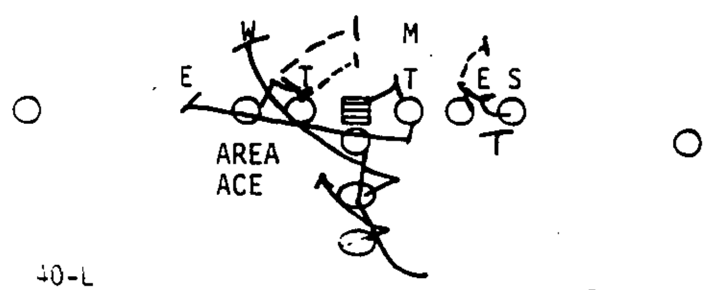



**OVER LOU**



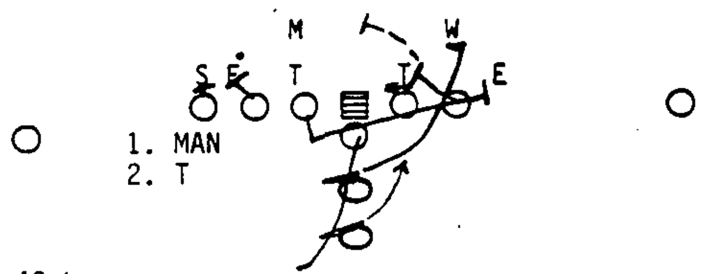

**OVER 50**

**NOTES**




40-L

**NOTES**




40-L

**NOTES**



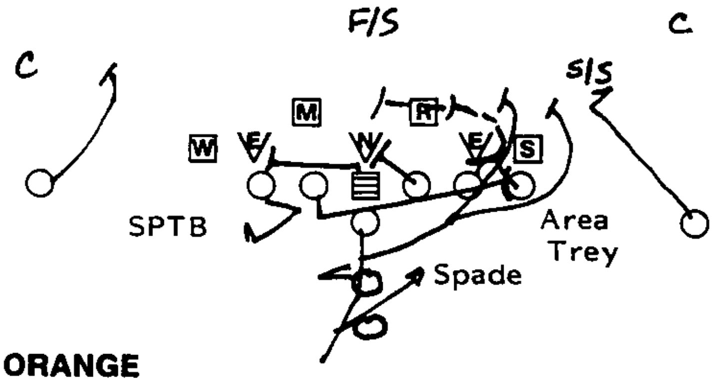
**NOTES**



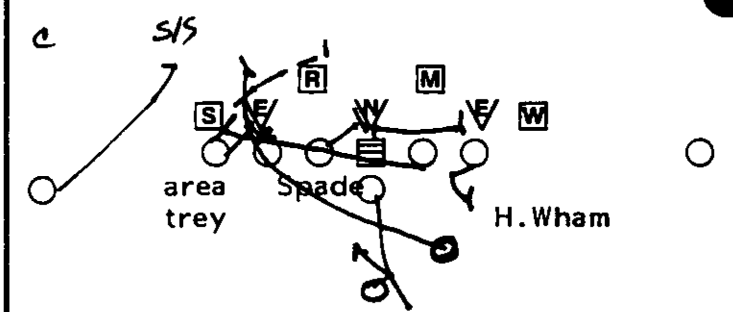
**REMARKS**

**REMARKS**

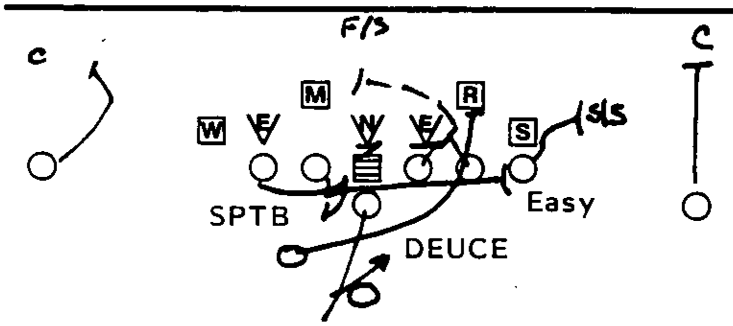
PLAY CTR 16 O T F.B. CTR 17 O T F.B. FORMATIONS



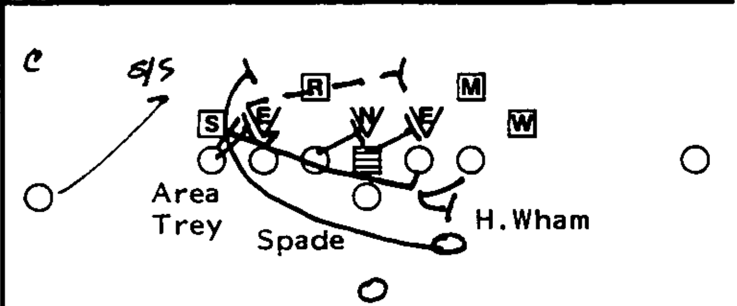

**ORANGE**



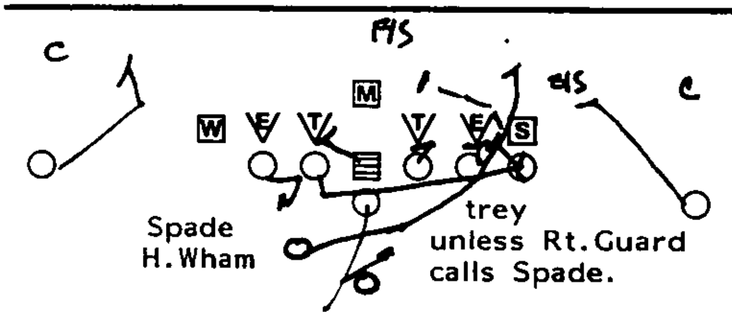

**ORANGE**



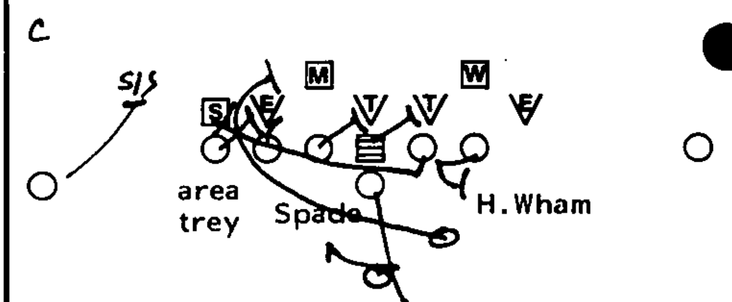

**ORANGE OVER WIDE**



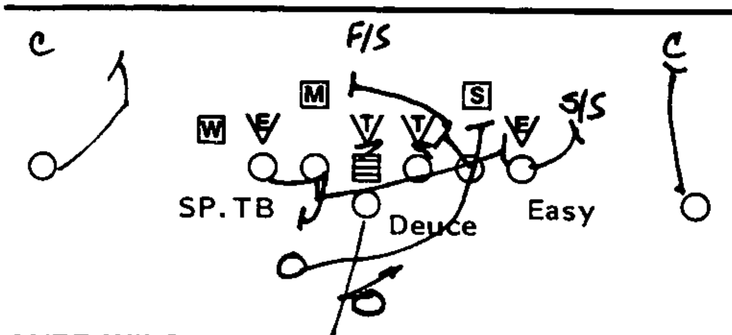

**ORANGE UNDER L**



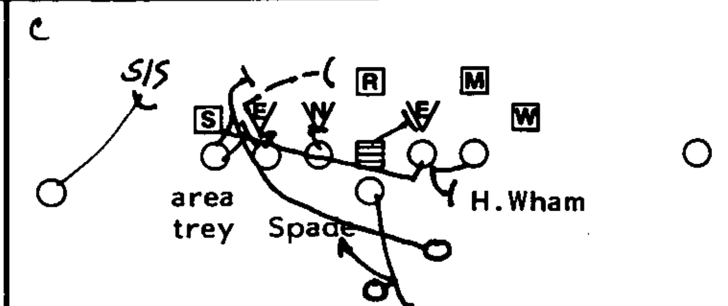

**30**



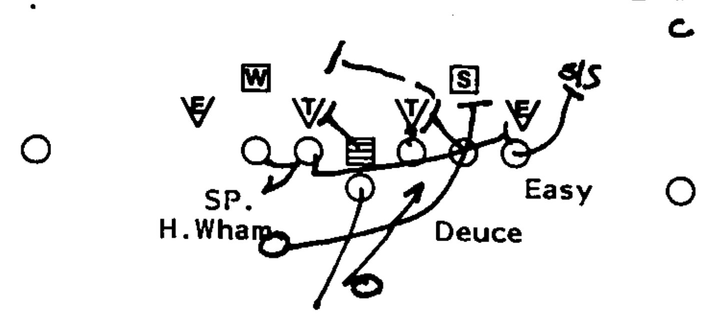

**UNDER 40L**



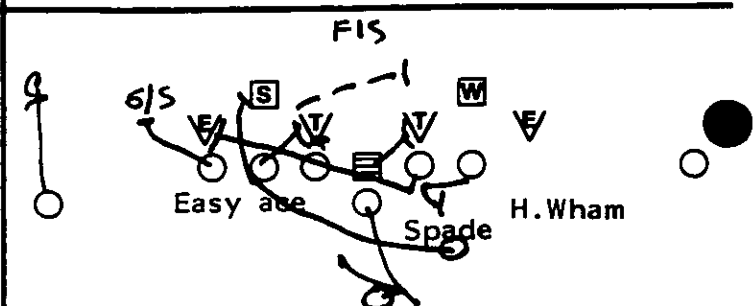

**OVER WIDE**




**ORANGE STRONG**

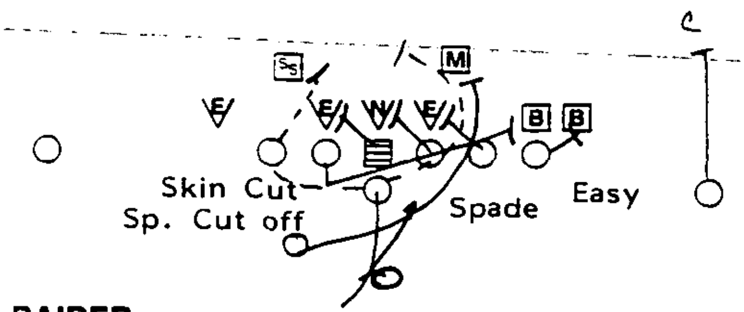



**PIRATE**

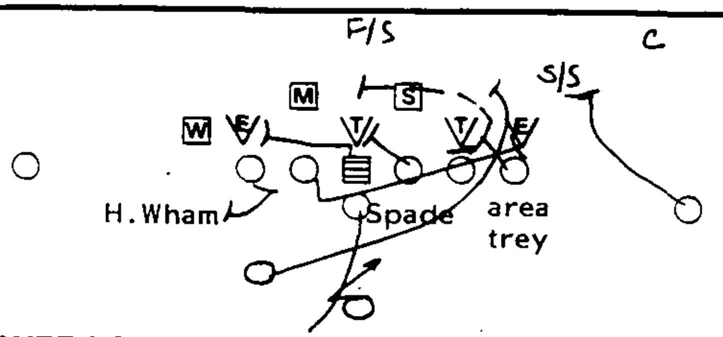



**PIRATE**

## 16 OT F.B.

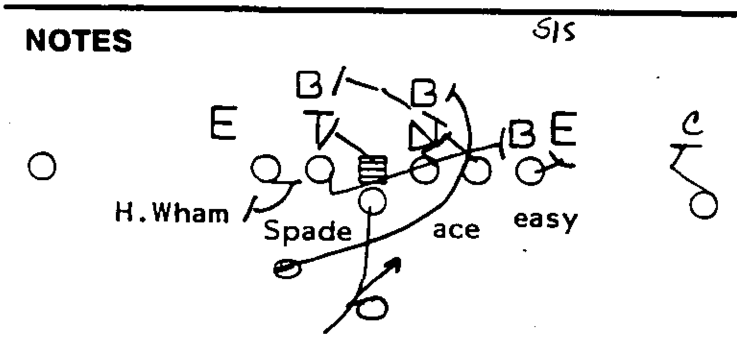



**RAIDER**




**OVER LOU**

**NOTES**

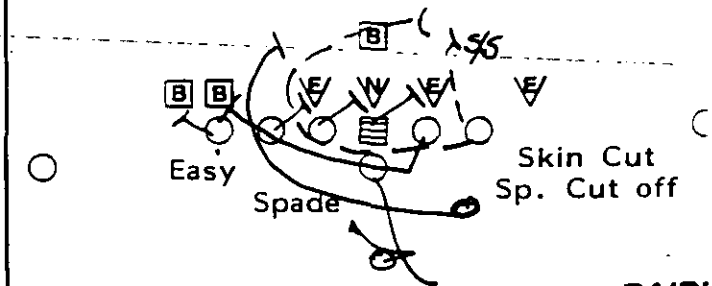



**NOTES**

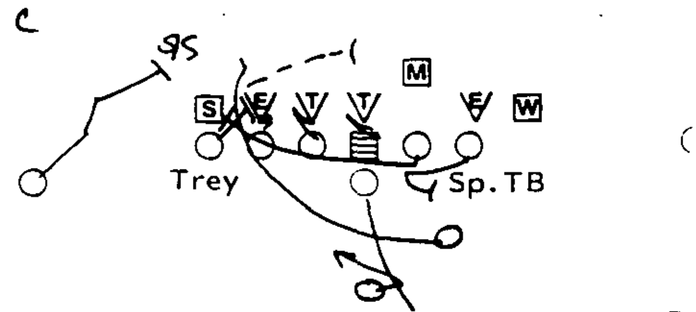


**REMARKS**

## 17 OT F.B.

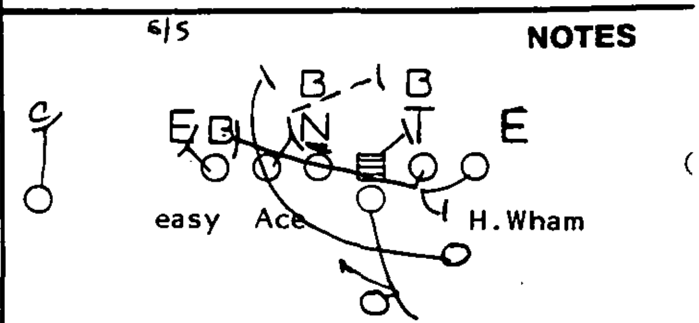



**RAIDI**




**OVER**

**NOTES**

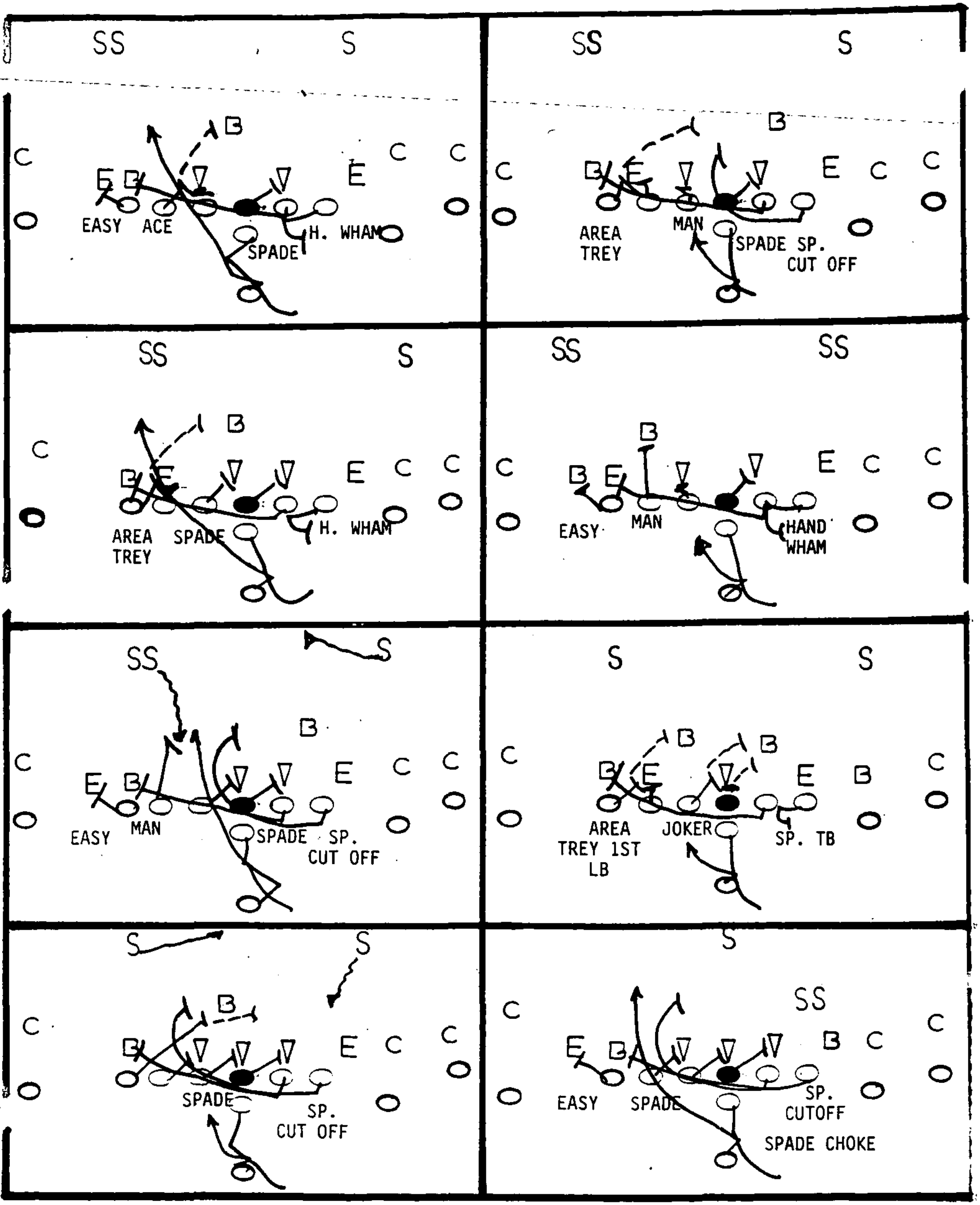



**NOTES**

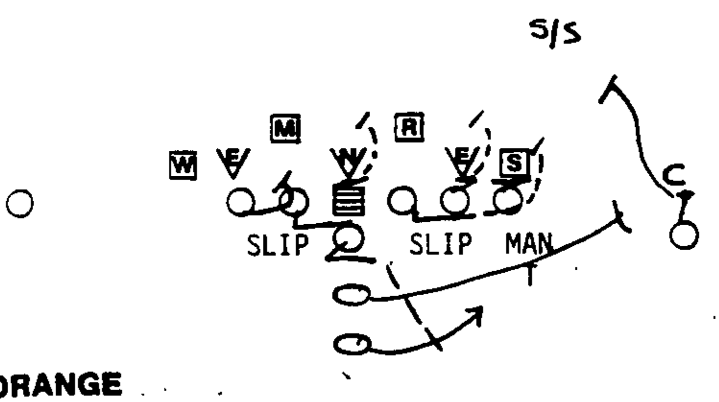


**REMARKS**

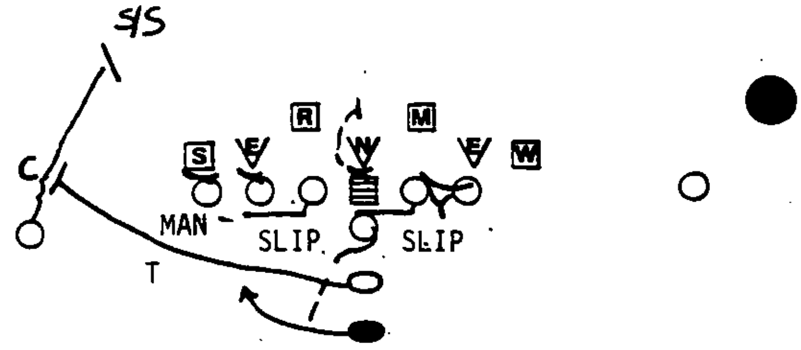
PLAY: COUNTER 17 O



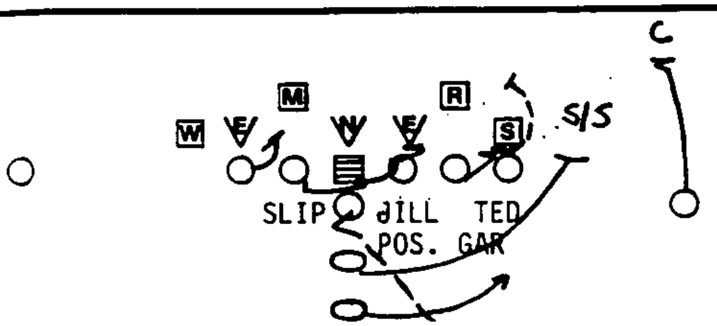
PLAY FLIP 18/19 Y LD FORMATIONS



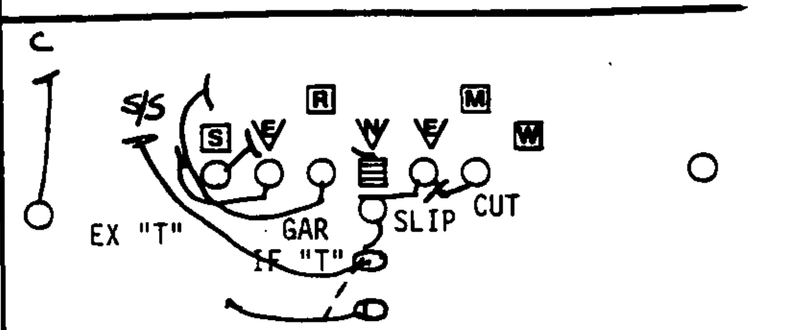

ORANGE



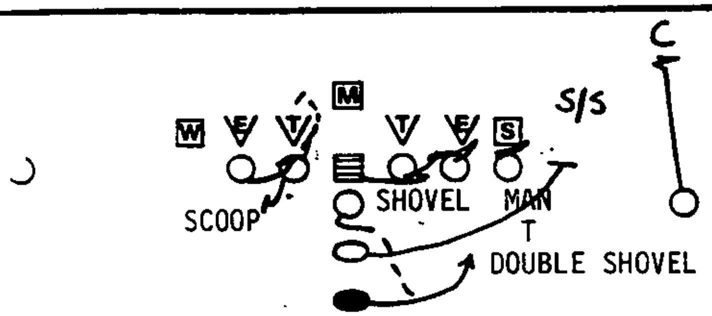

ORANGE



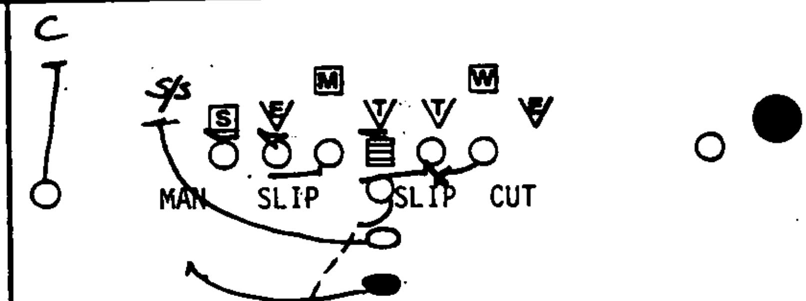

ORANGE OVER WIDE



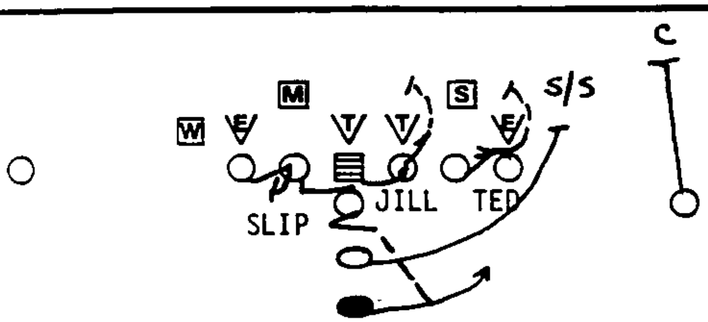

ORANGE UNDER L



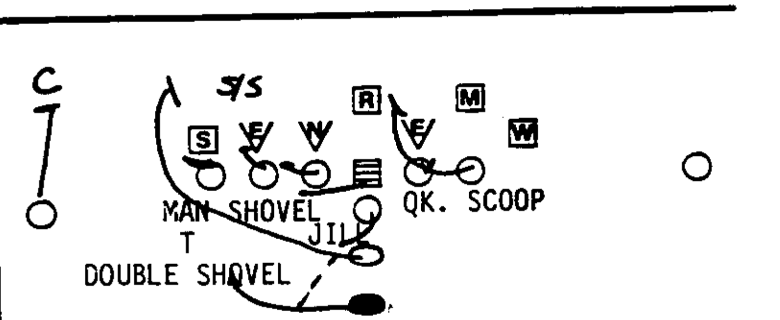

30



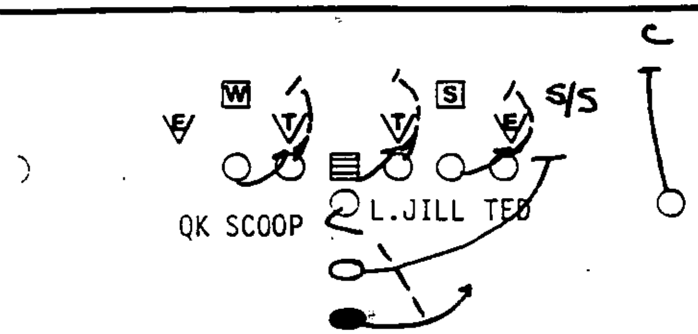

UNDER 40L



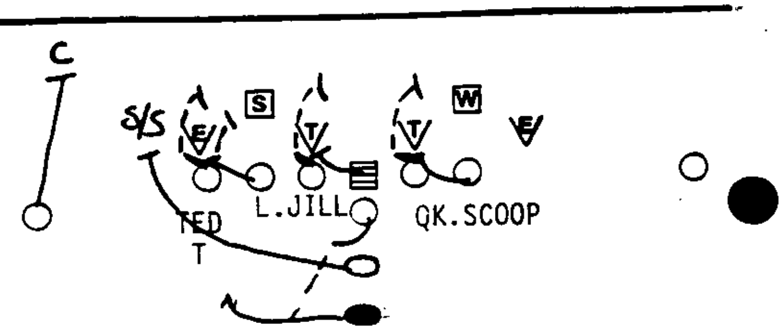

OVER WIDE




ORANGE STRONG

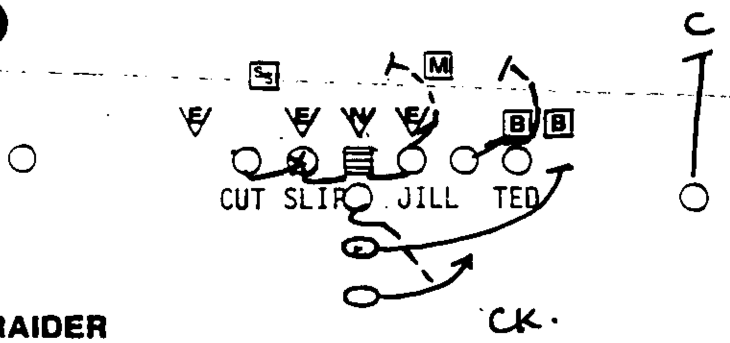


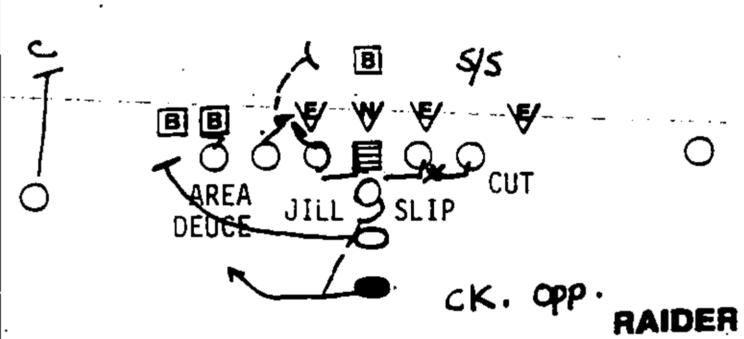

PIRATE



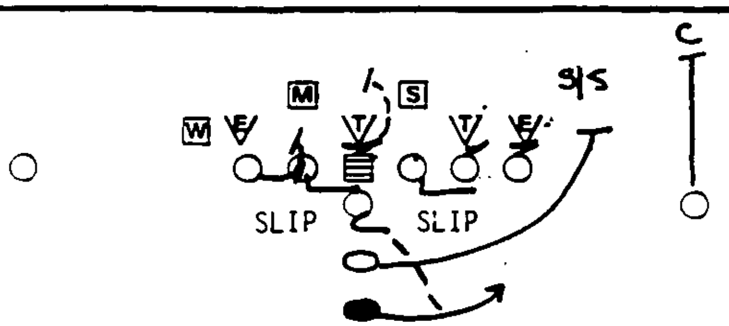

PIRATE

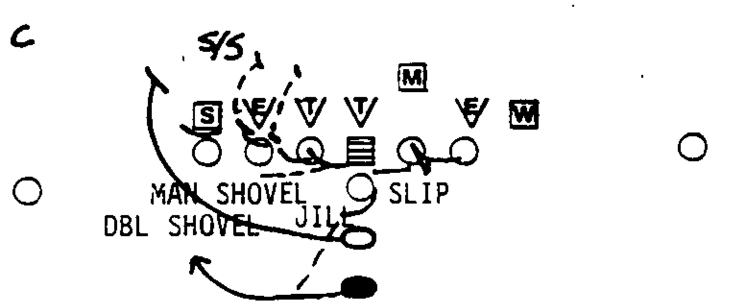
**PLAY** FLIP 18/19 Y LD **FORMATIONS**



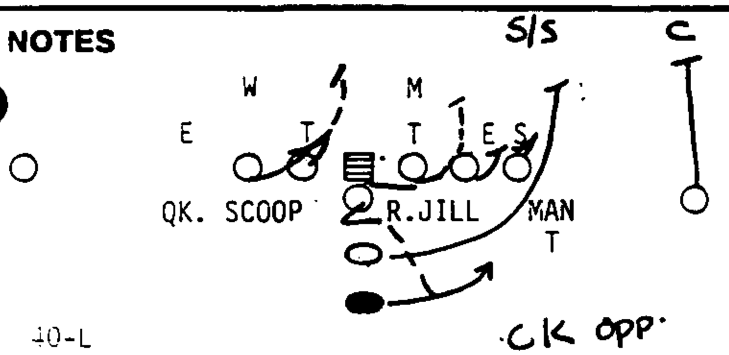

**RAIDER** **RAIDER**

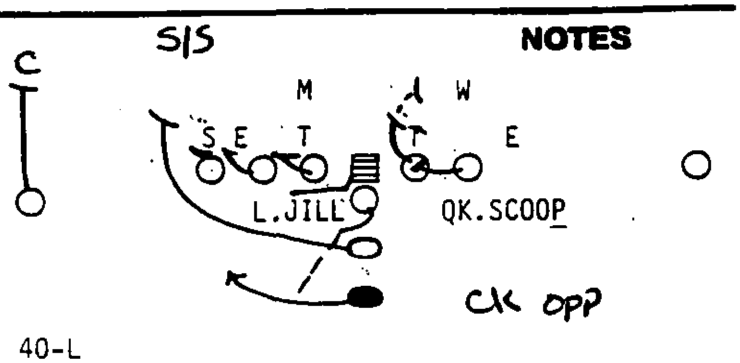


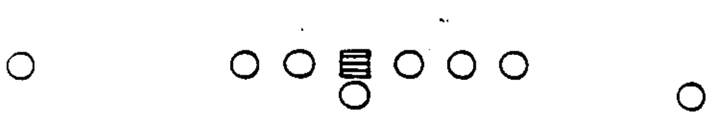

**OVER LOU** **OVER 50**

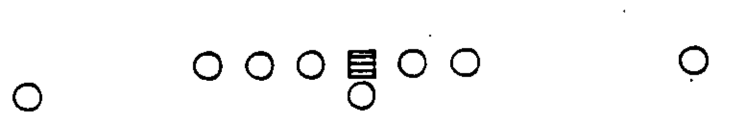
**NOTES** **NOTES**



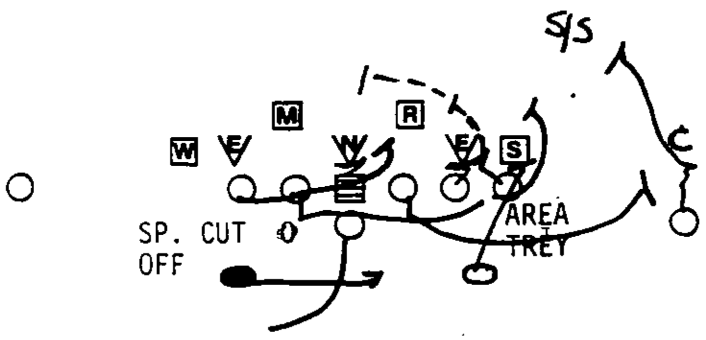

**NOTES** **NOTES**



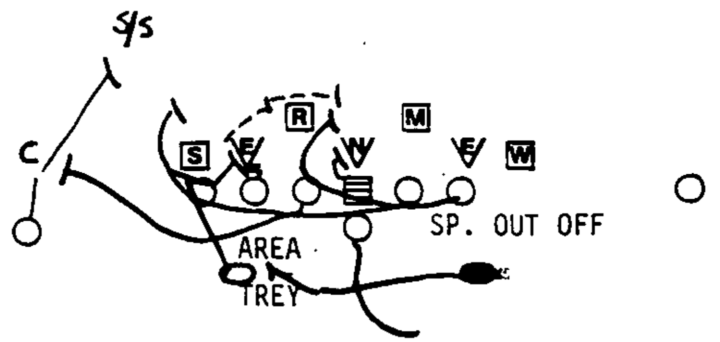


**REMARKS** **REMARKS**

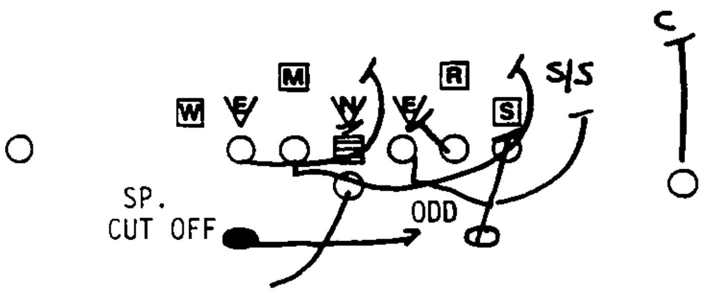
PLAY 18/19 BOB ODD 0 FORMATIONS



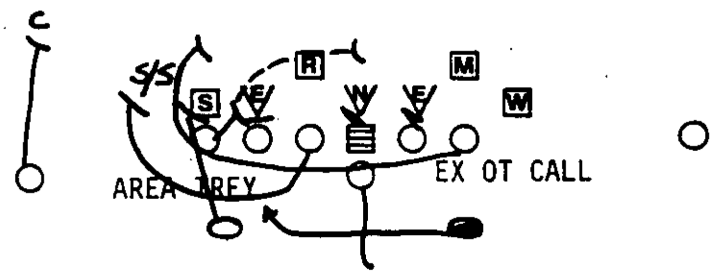

ORANGE



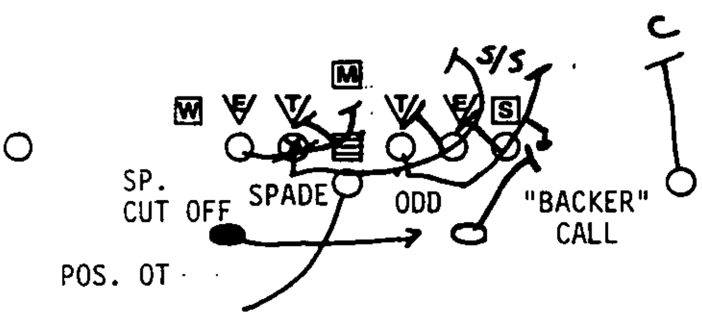

ORANGE



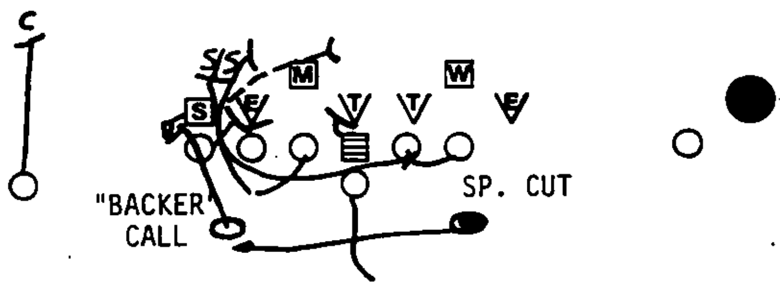

ORANGE OVER WIDE



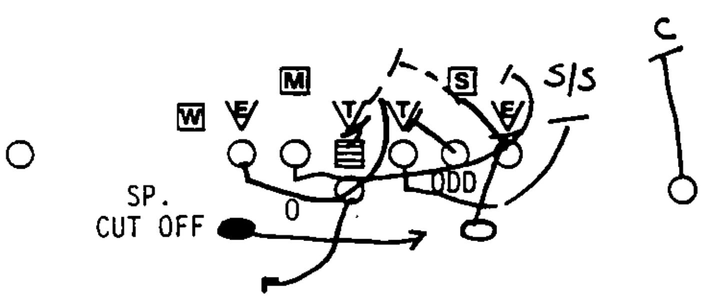

ORANGE UNDER L



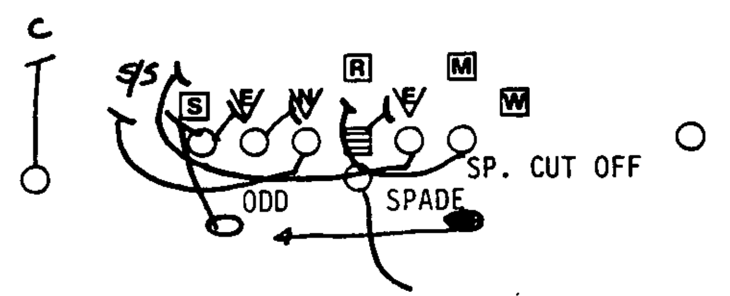

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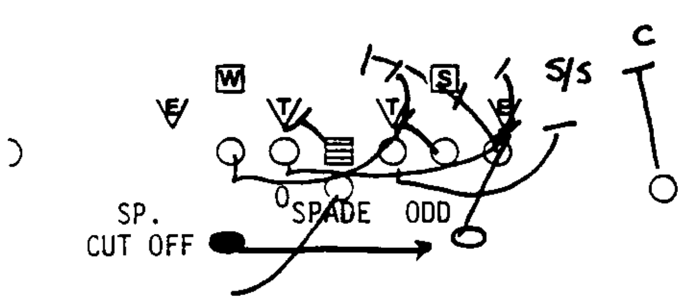

UNDER 40L



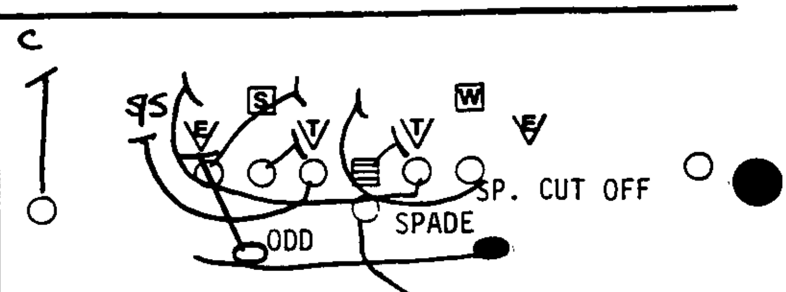

OVER WIDE




ORANGE STRONG

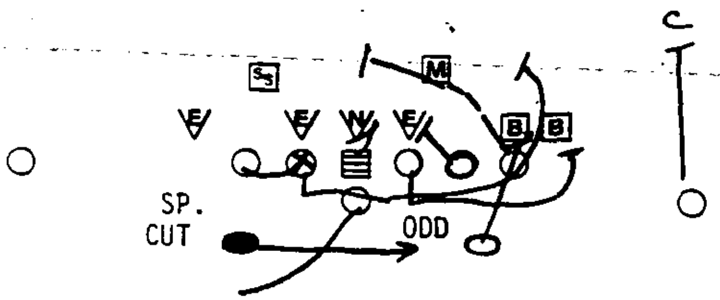


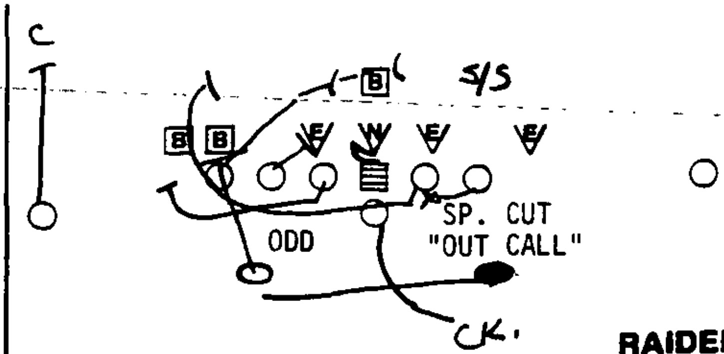

PIRATE




PIRATE

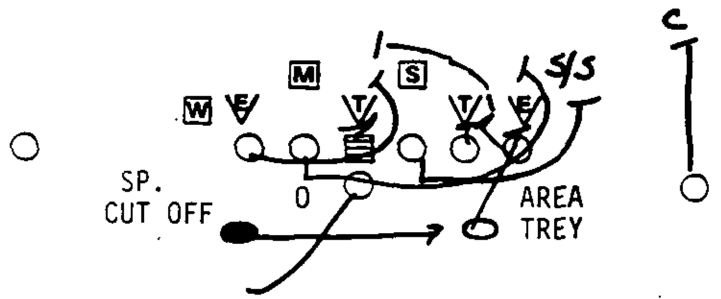
PLAY 18/19 BOB ODD 0 FORMATIONS

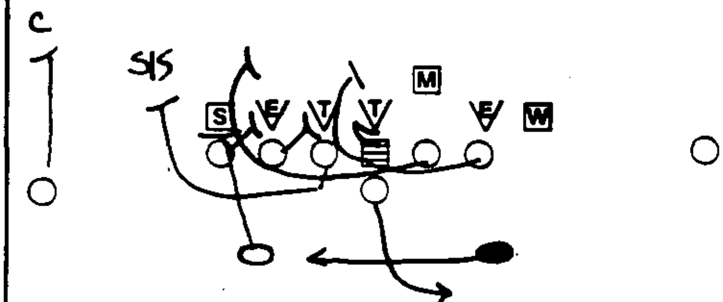



RAIDER

RAIDER

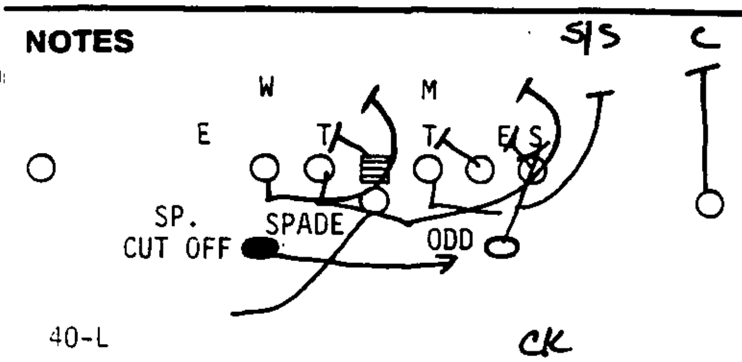



OVER LOU

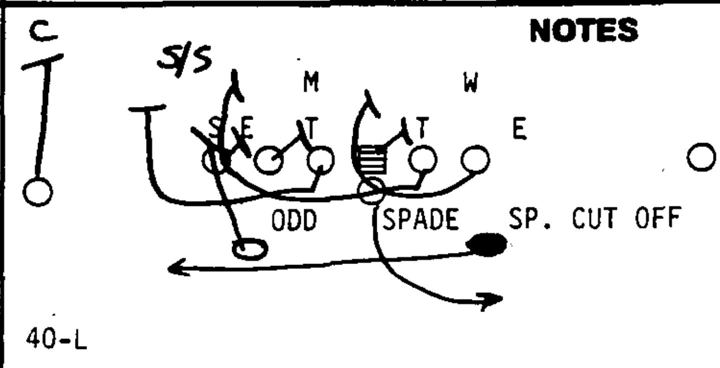
OVER 50

NOTES




40-L

NOTES




40-L

NOTES



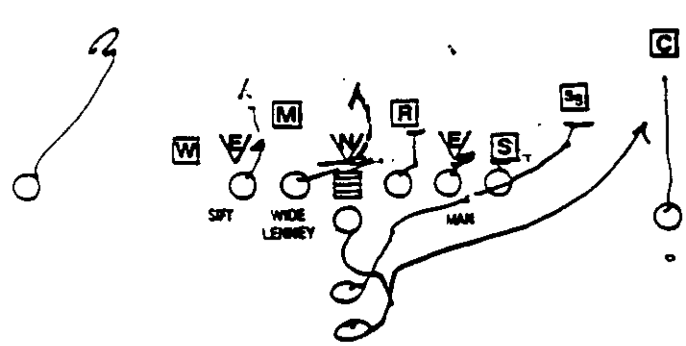
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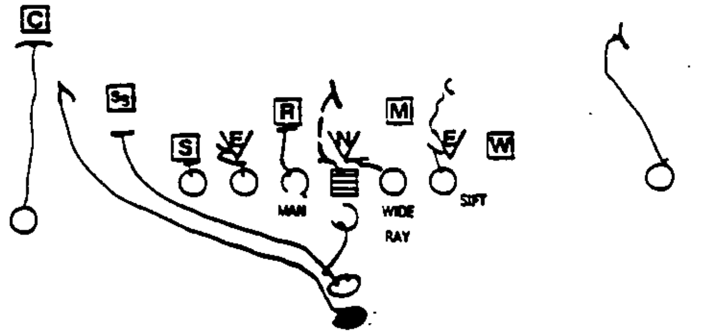
REMARKS

REMARKS

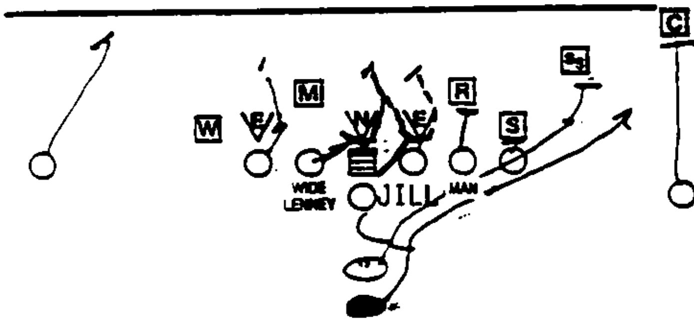
# HANDOFF 18/19 Y LD



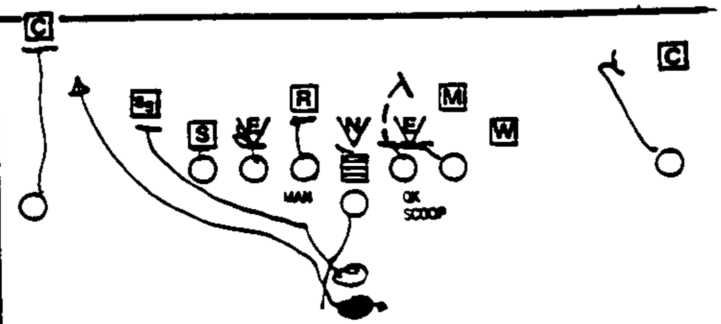

ORANGE



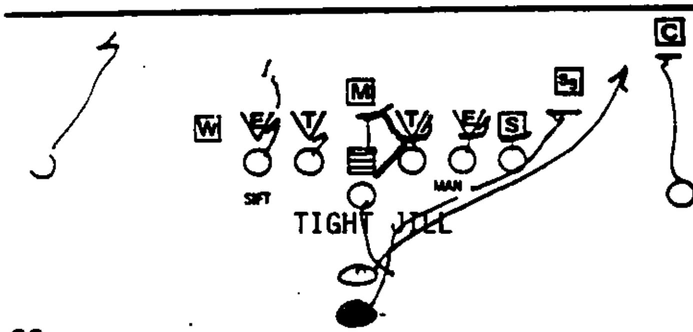

ORANGE



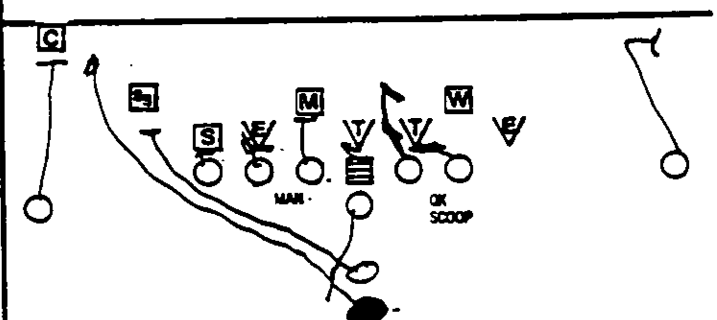

ORANGE OVER WIDE



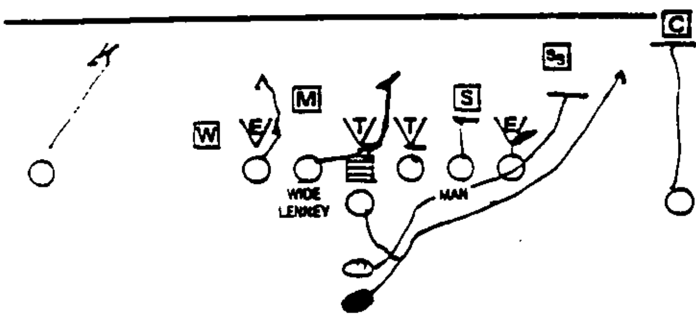

ORANGE UNDER L



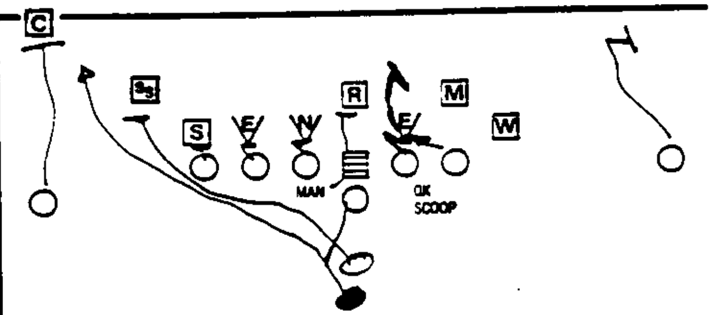

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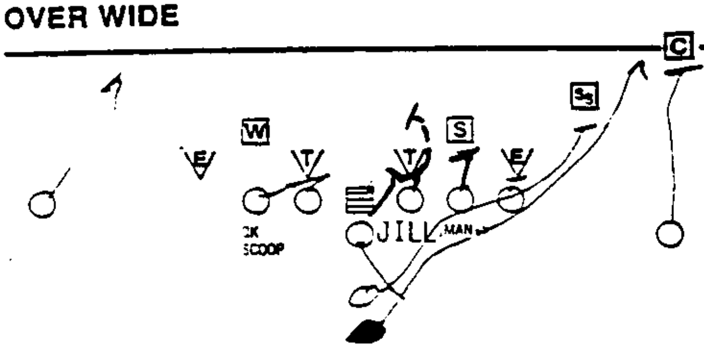

UNDER 40L



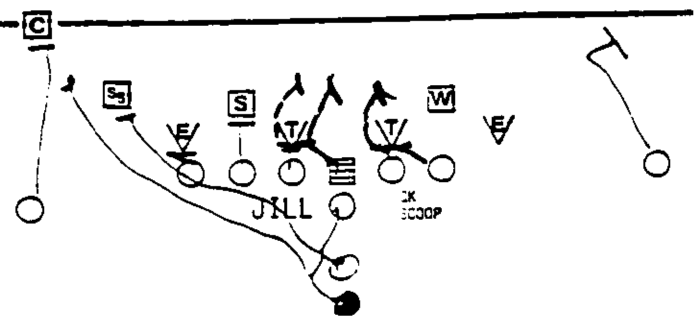

OVER WIDE




ORANGE STRONG

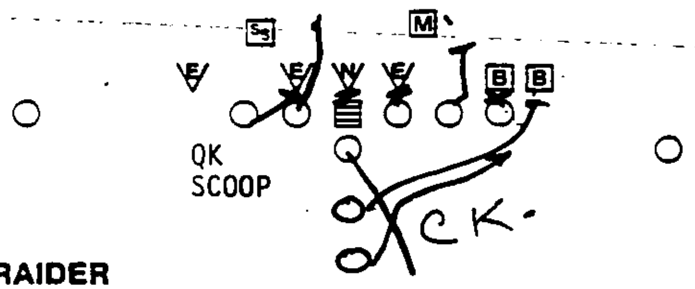



PIRATE

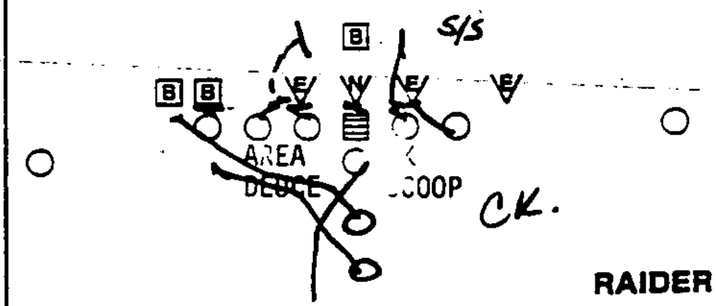



PIRATE

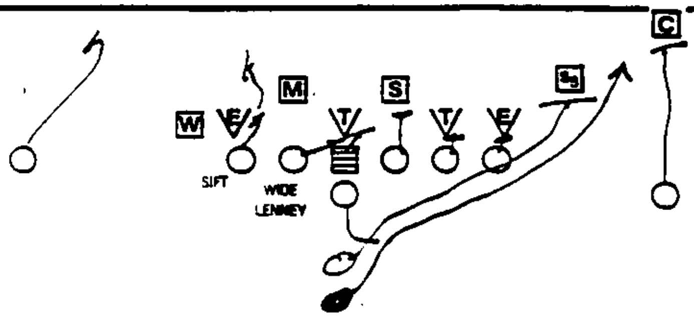
# HANDOFF 18/19 Y LD



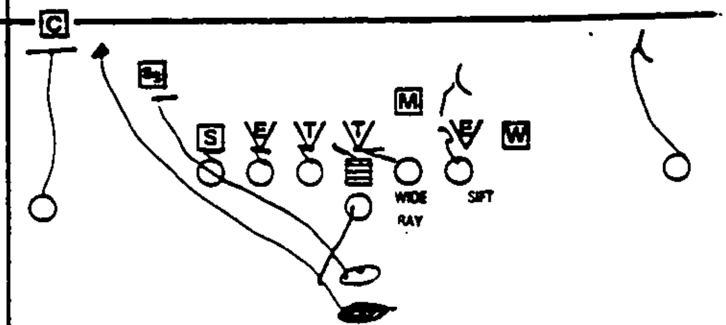

RAIDER




RAIDER




OVER LOU




OVER 50

NOTES



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NOTES



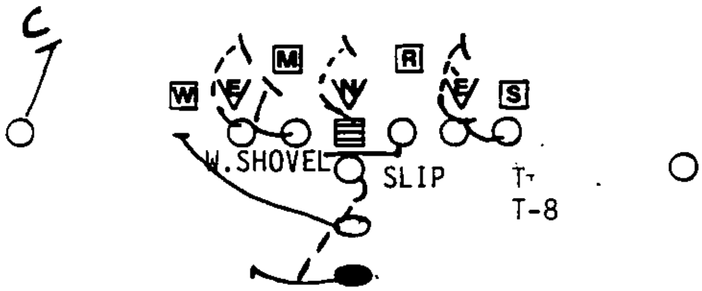
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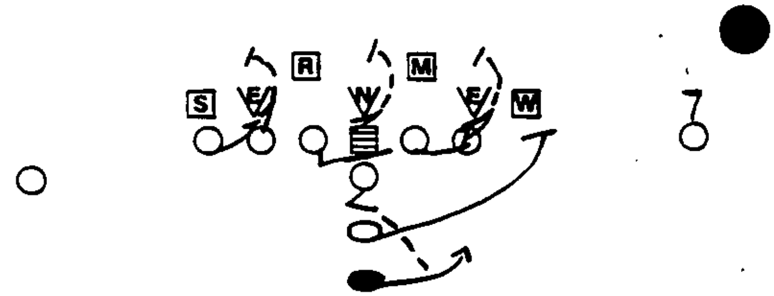
REMARKS

REMARKS

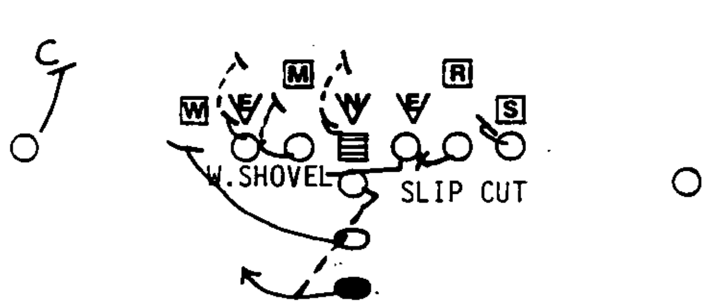
**PLAY** F 19/18 L **FORMATIONS**



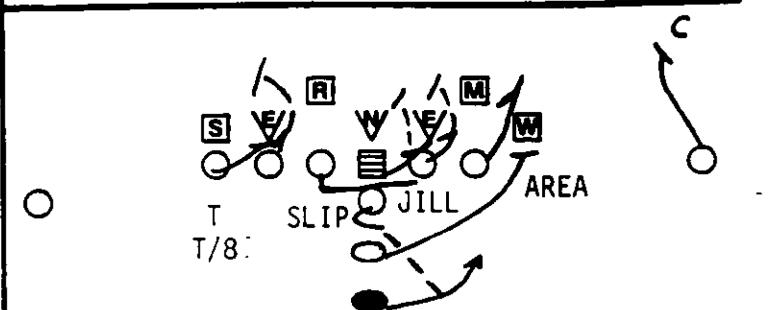

**ORANGE**



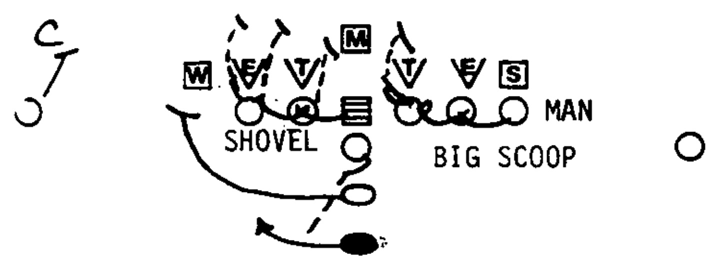

**ORANGE**



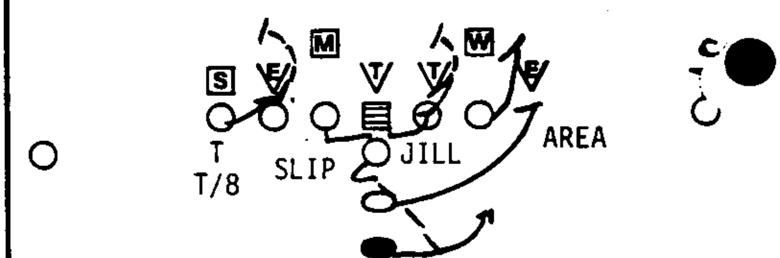

**ORANGE OVER WIDE**



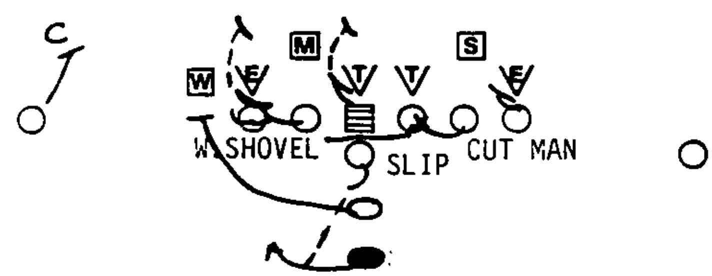

**ORANGE UNDER L**



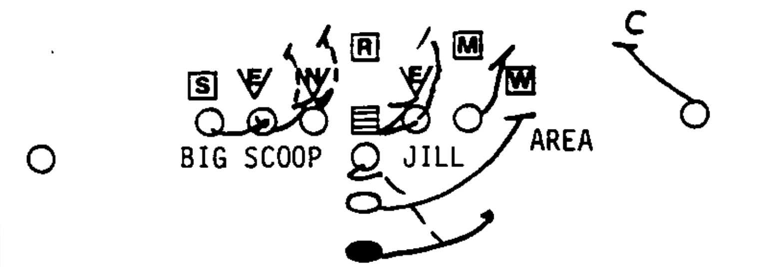

**30**



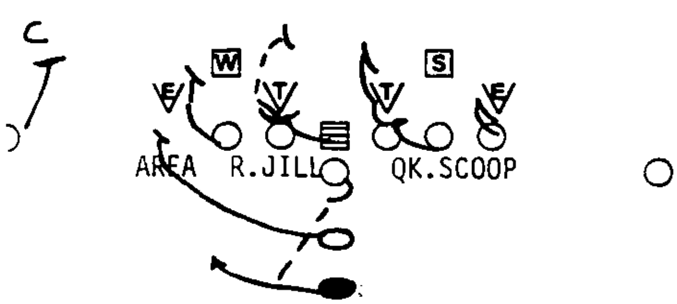

**UNDER 40L**



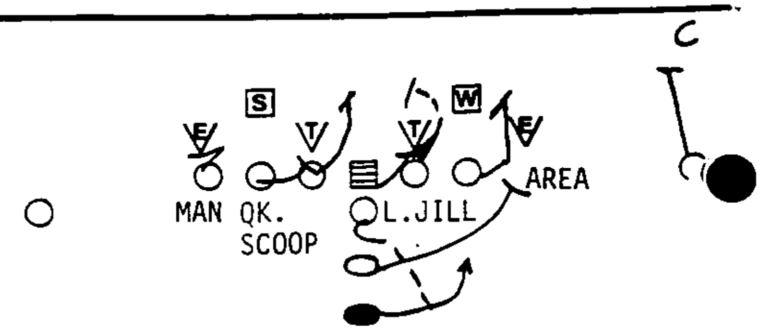

**OVER WIDE**




**ORANGE STRONG**

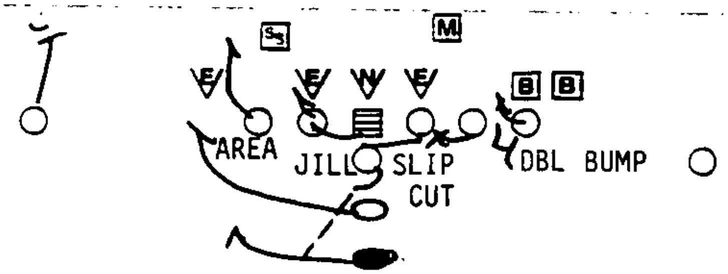


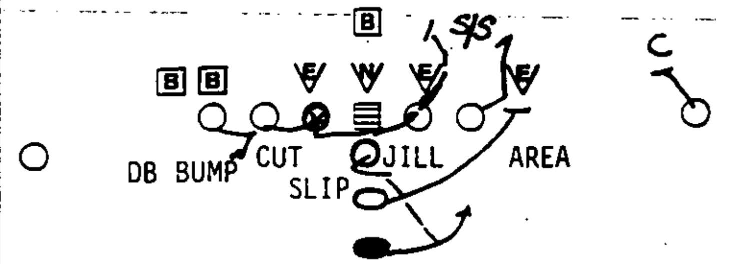

**PIRATE**



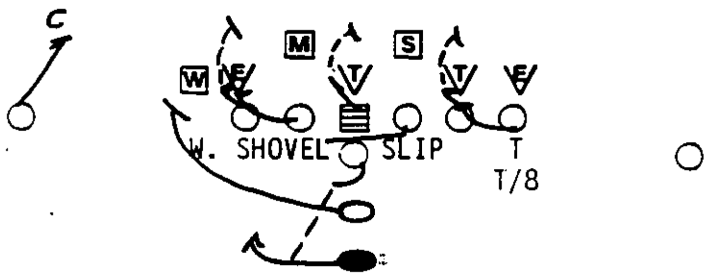

**PIRATE**

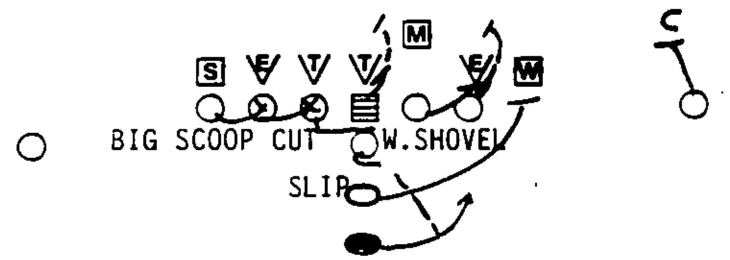
**PLAY** FLIP 19/18 L **FORMATIONS**



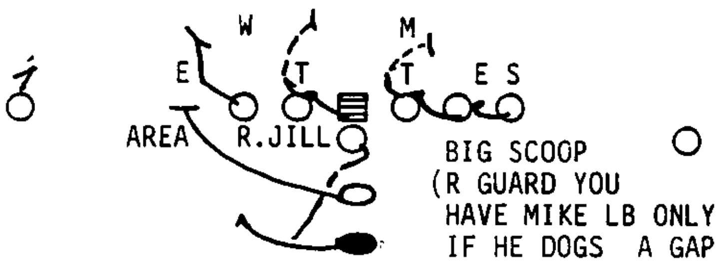

**RAIDER** | **RAIDER**



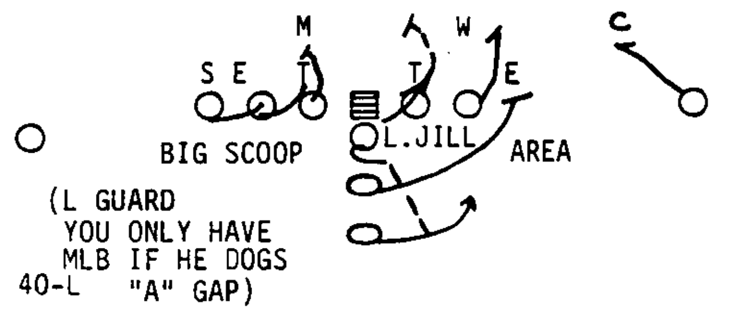

**OVER LOU** | **OVER 50**

**NOTES**




40-L

**NOTES**




40-L

**NOTES**

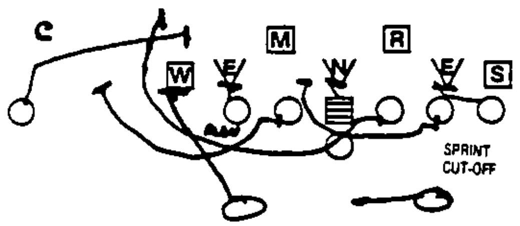
**NOTES**



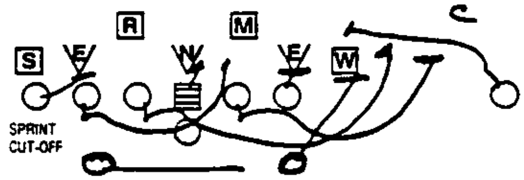
**REMARKS**

**REMARKS**

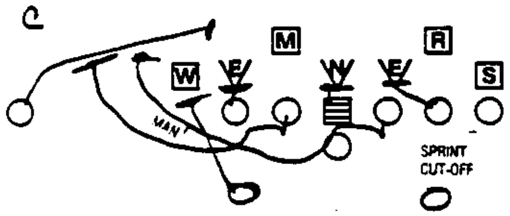
# 19/18 BILL ODD O



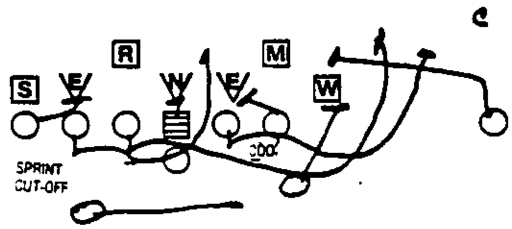

ORANGE



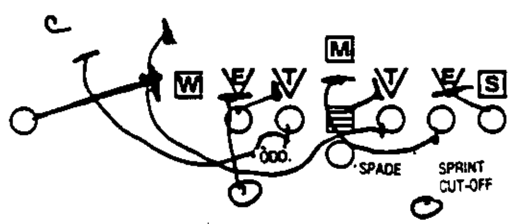

ORANGE




ORANGE OVER WIDE

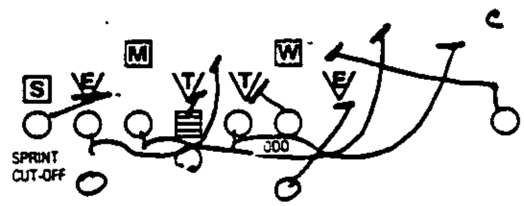



ORANGE UNDER L

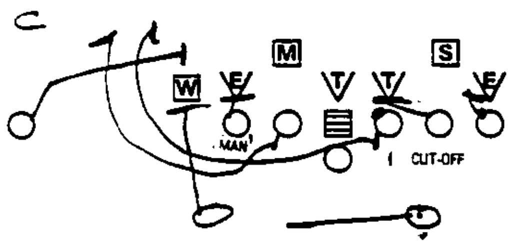



QB
CK

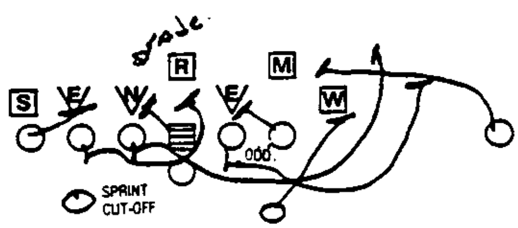
30



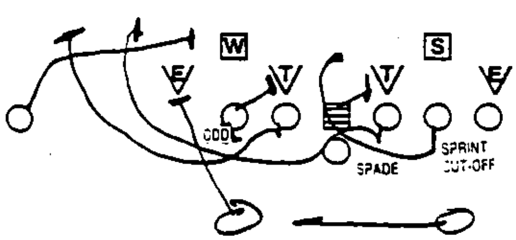

UNDER 40L



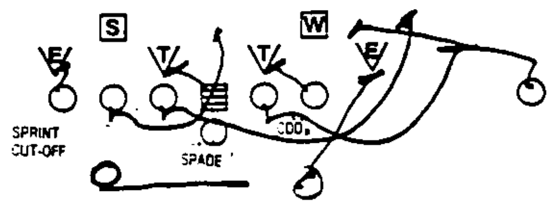

OVER WIDE




ORANGE STRONG

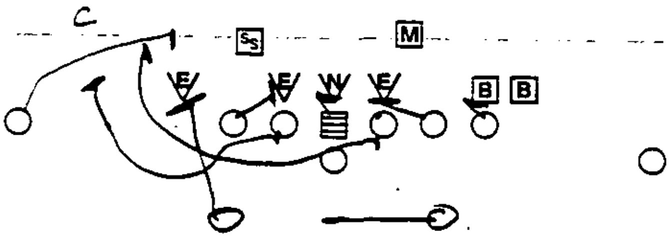



PIRATE

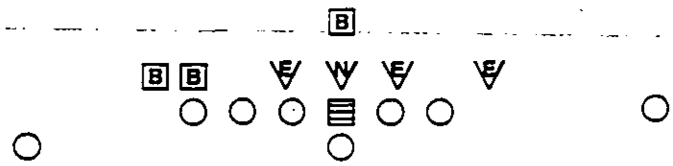



PIRATE

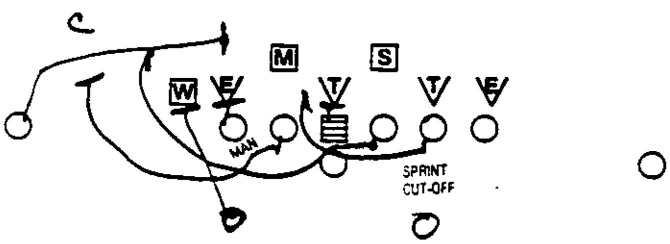
# 19/18 BILL ODD O



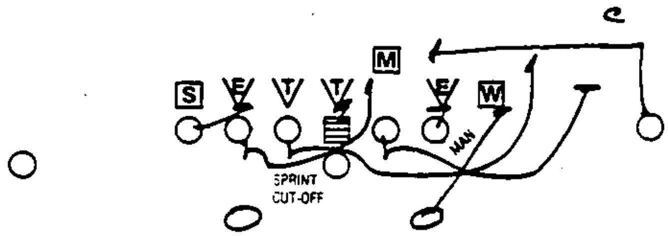
RAIDER



RAIDER




OVER LOU




OVER 50

NOTES



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NOTES



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REMARKS

REMARKS

THE LOS ANGELES RAIDERS

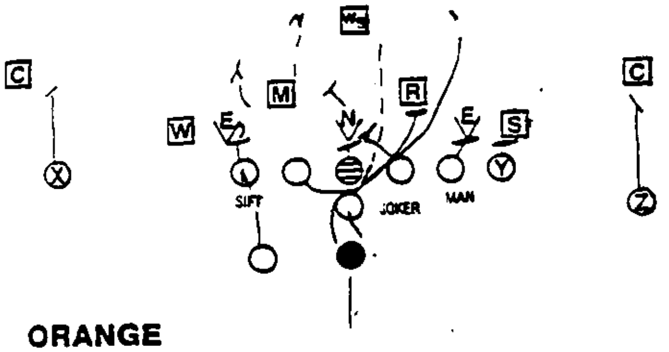
30 SERIES

30/31 JOKER 0

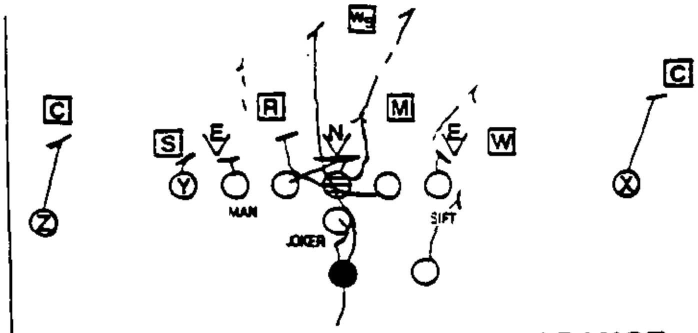
35/34

34/35 KING

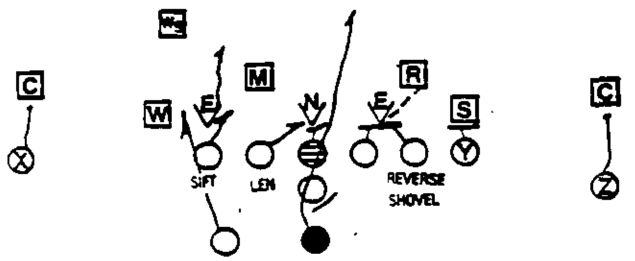
# 30/31 JOKER O FAR/WING OPO/MAD



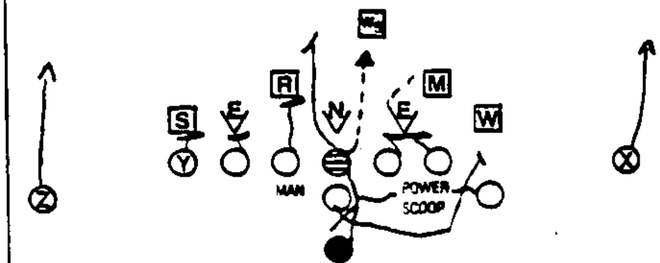

ORANGE



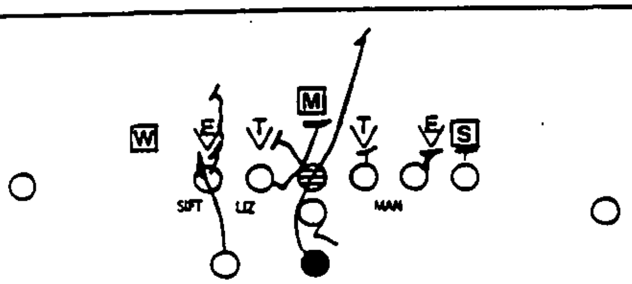

ORANGE



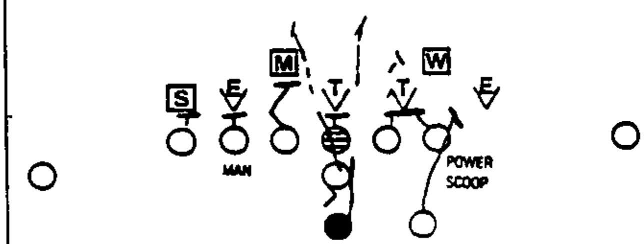

ORANGE OVER WIDE



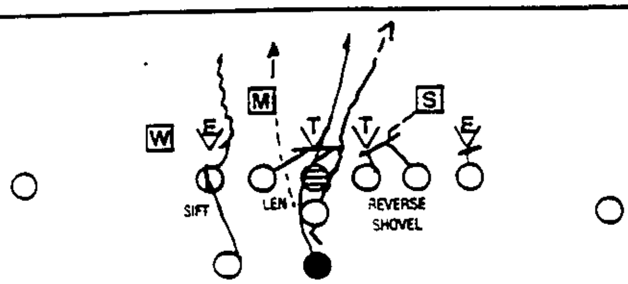

ORANGE UNDER L



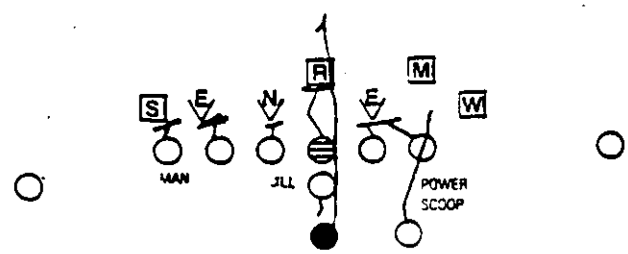

30



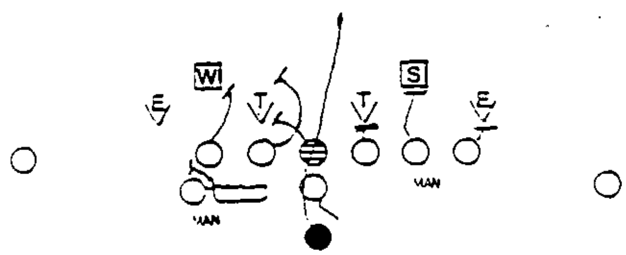

UNDER 40L



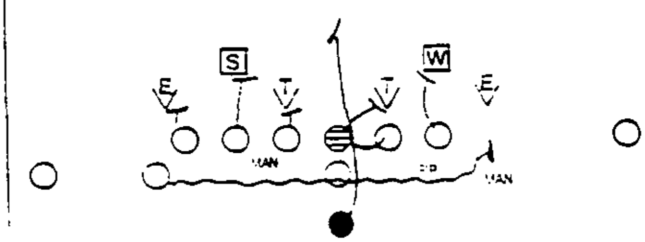

OVER WIDE




ORANGE STRONG

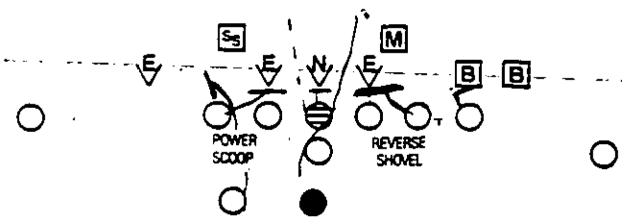



PIRATE

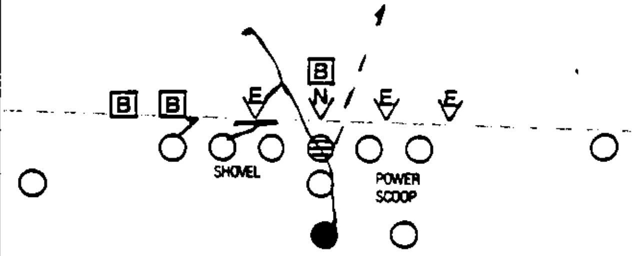



PIRATE

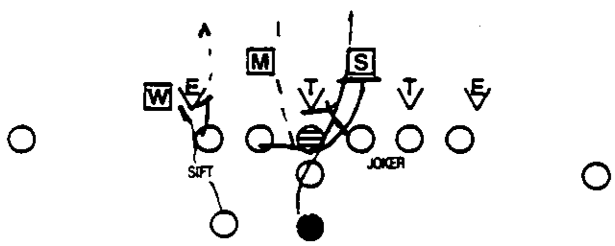
# 30/31 JOKER O



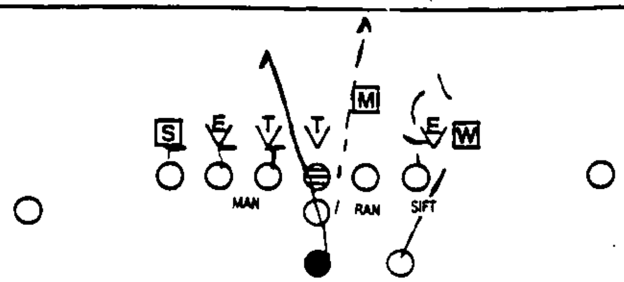

RAIDER




RAIDER

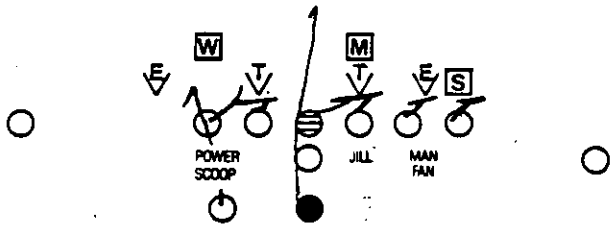



OVER LOU




OVER 50

NOTES







40 L

NOTES



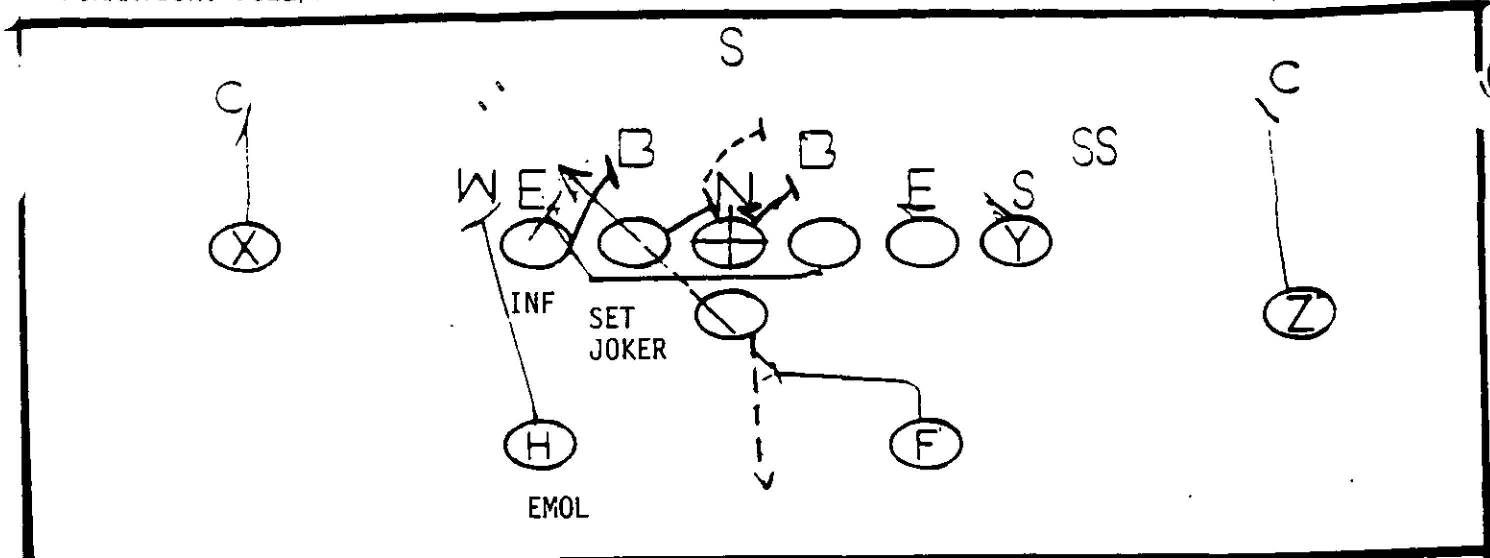

NOTES

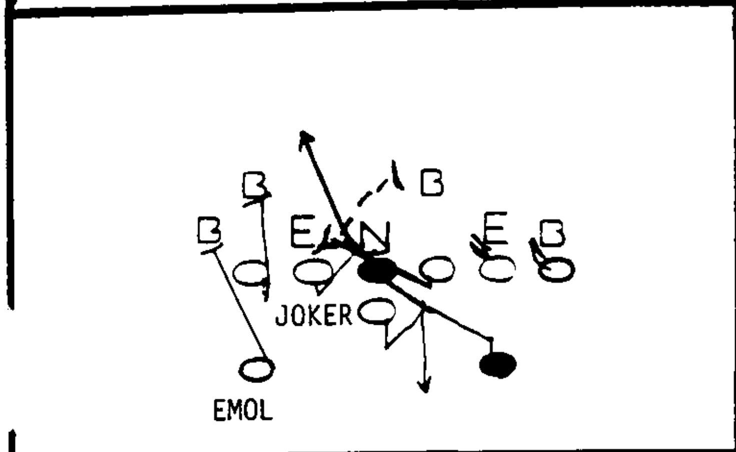


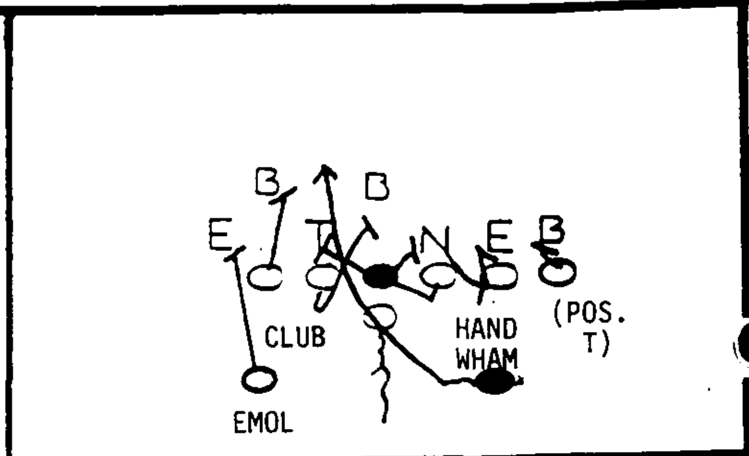

REMARKS

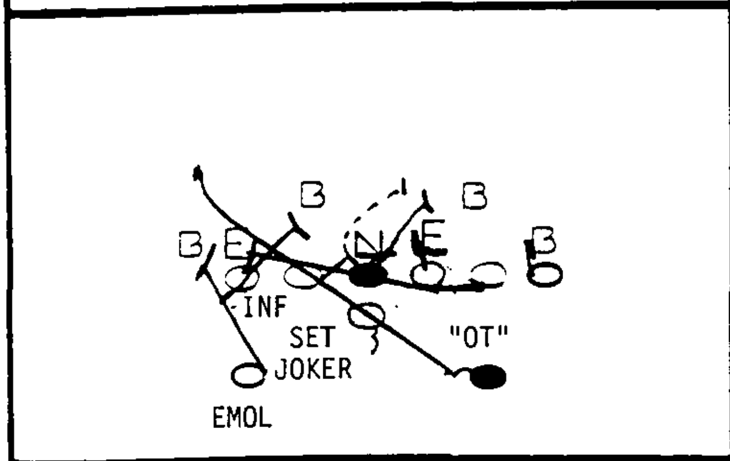
REMARKS

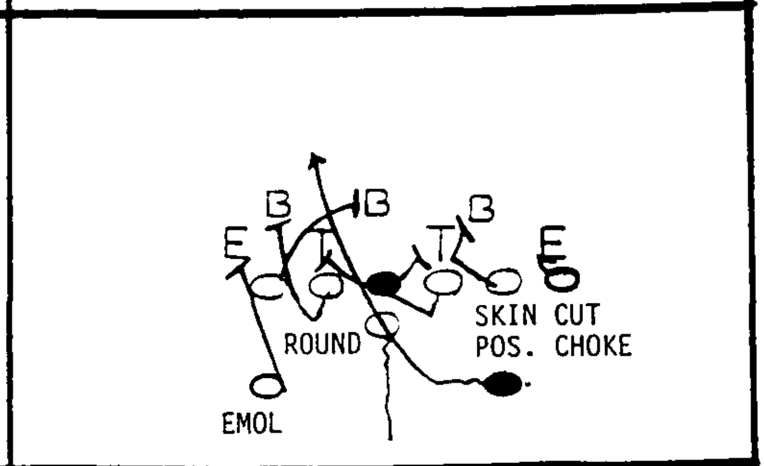
FORMATION: FULL/HALF PLAY: 35/34

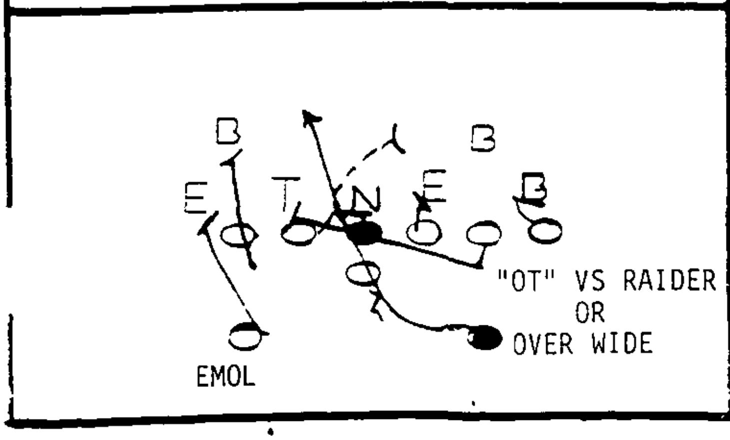


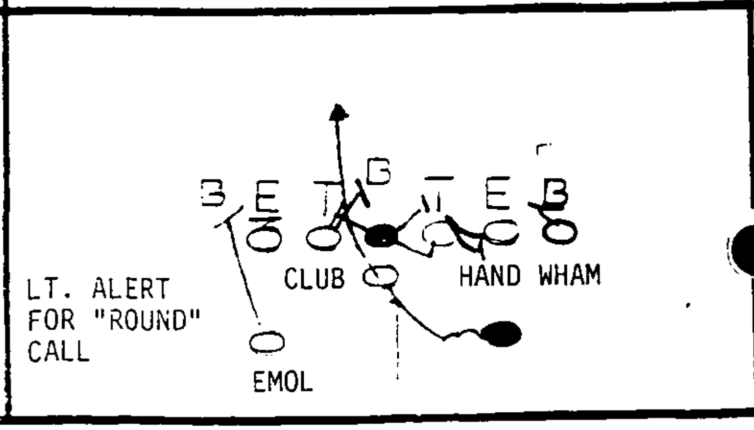



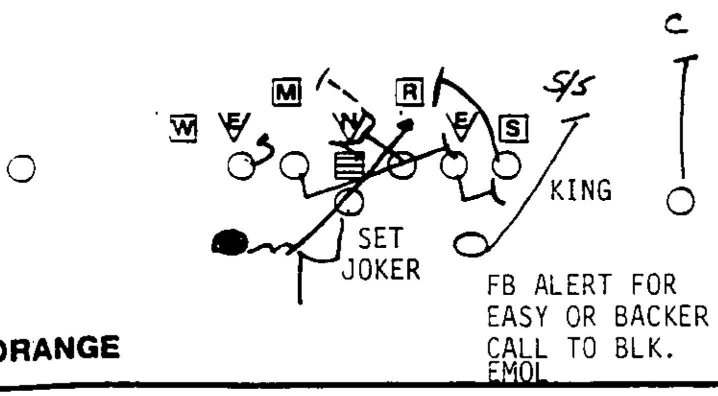



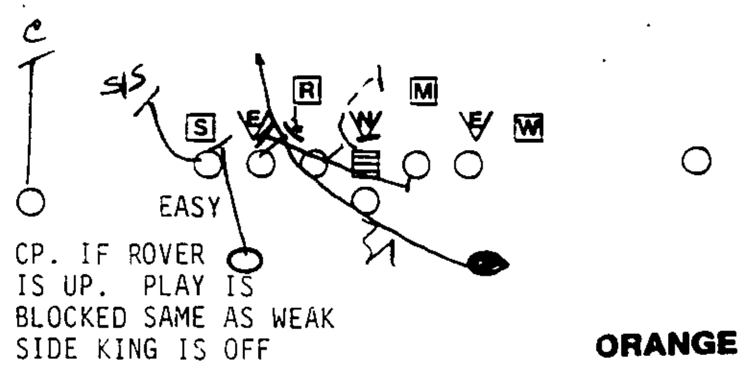



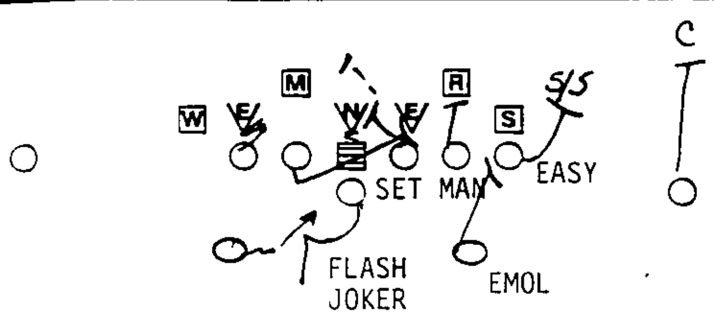
PLAY 34-35 KING FORMATIONS



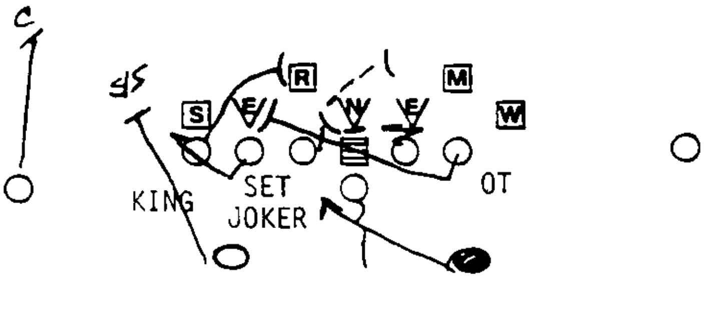

ORANGE



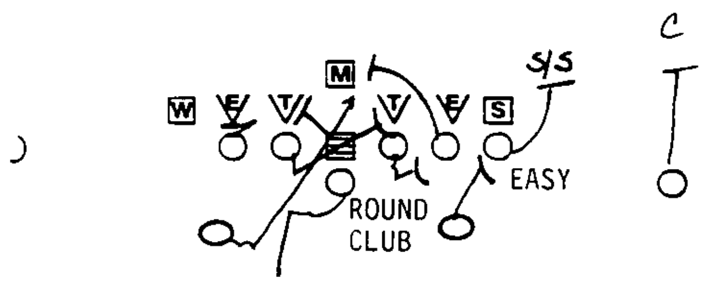

ORANGE

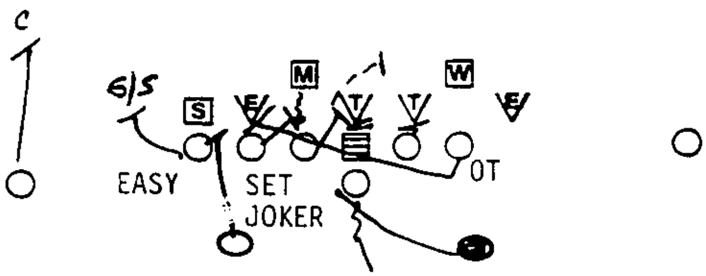



ORANGE OVER WIDE



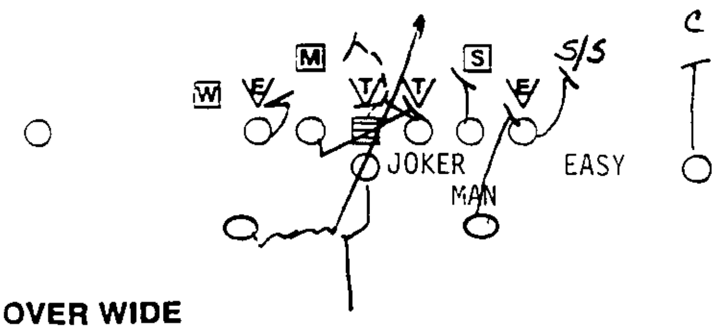

ORANGE UNDER L



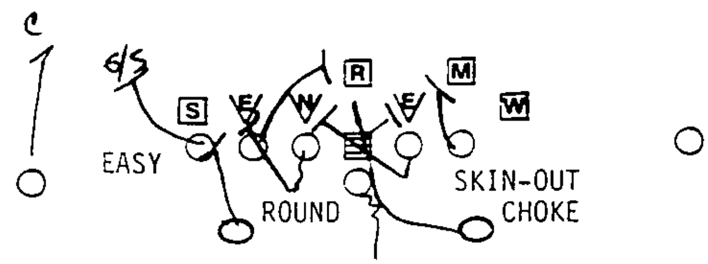




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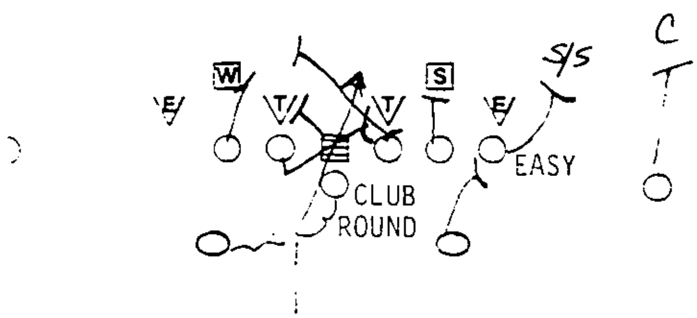
UNDER 40L

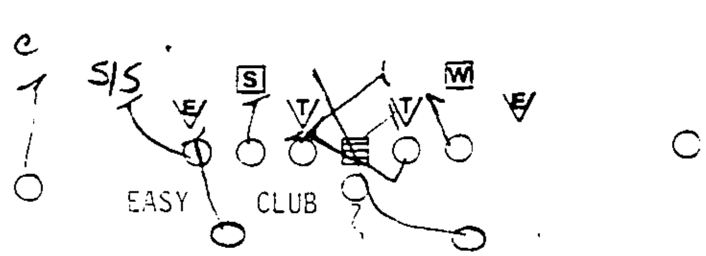



OVER WIDE




ORANGE STRONG

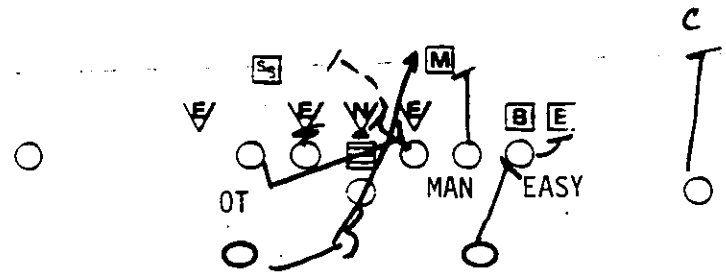


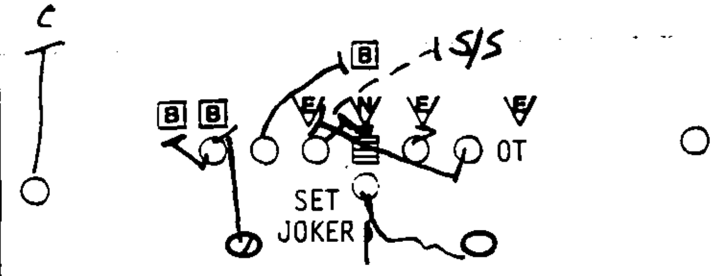

PIRATE

PIRATE

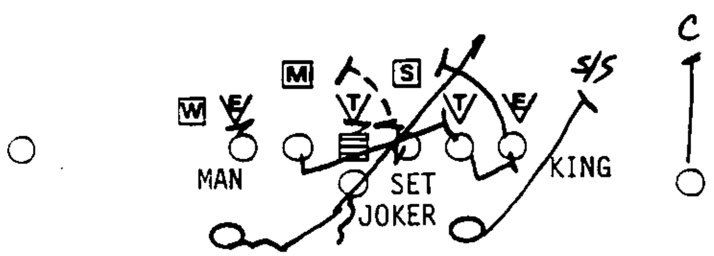
PLAY 34-35 KING FORMATIONS



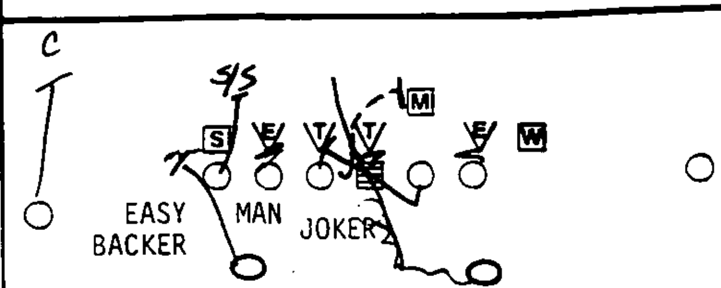

RAIDER




RAIDER

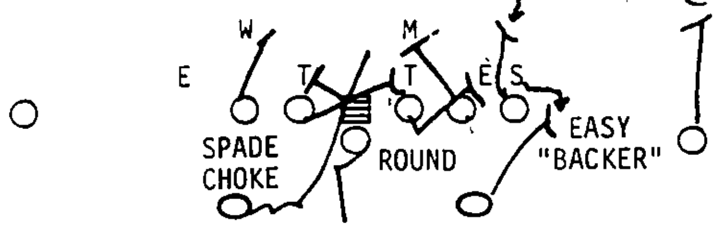



OVER LOU



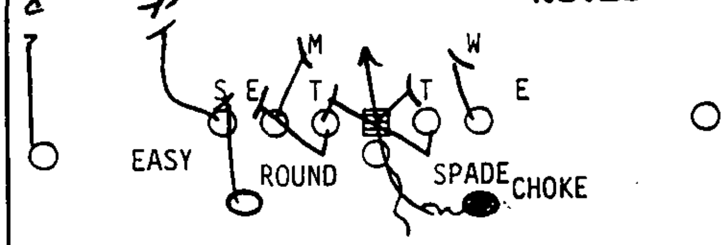

OVER 50

NOTES




40-L

NOTES




40-L

NOTES



NOTES



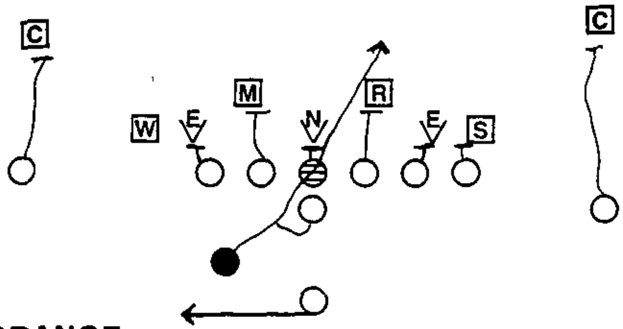
REMARKS

REMARKS

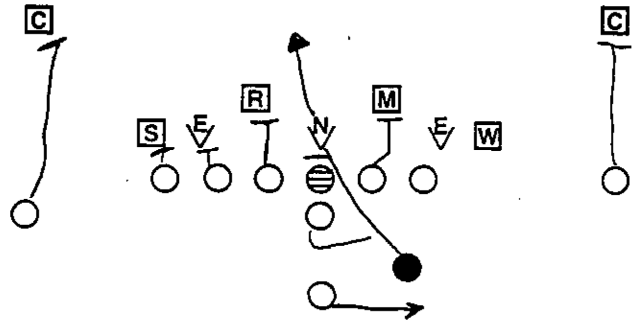
THE LOS ANGELES RAIDERS

# 40 SERIES

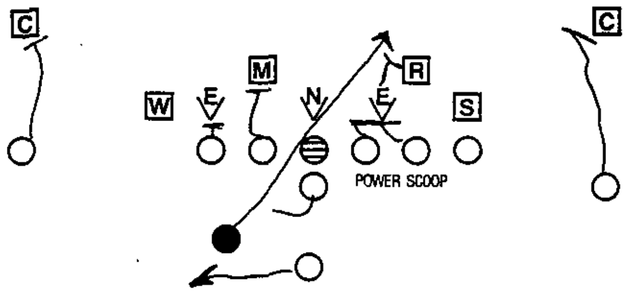
41/40
48/49 Y EVEN



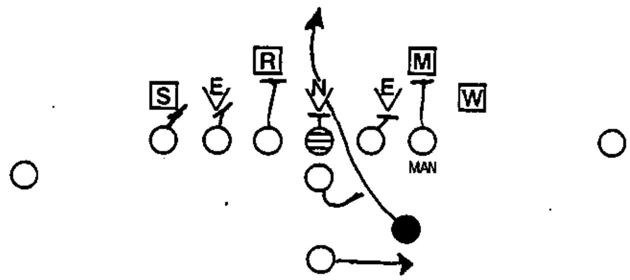
ORANGE



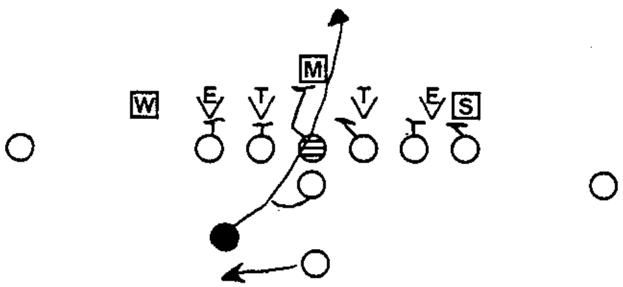
ORANGE



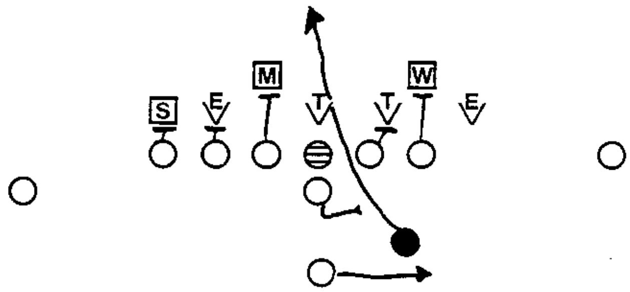

ORANGE OVER WIDE



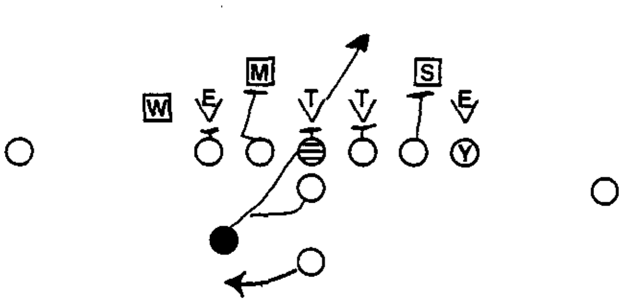

ORANGE UNDER L



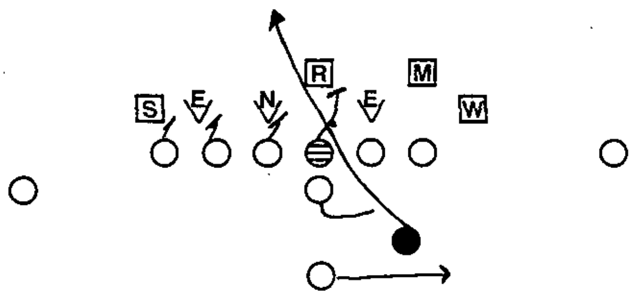
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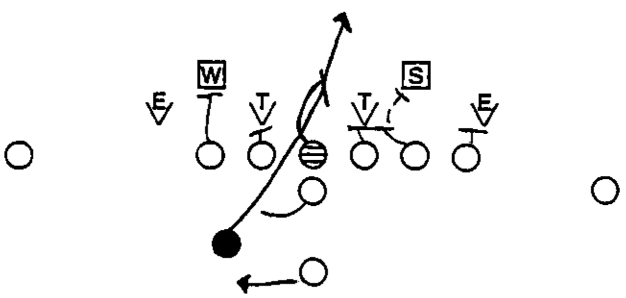
UNDER 40L



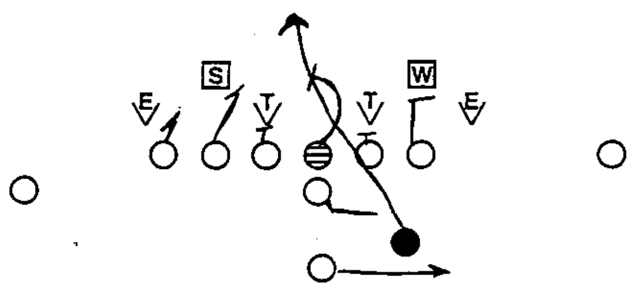
OVER WIDE



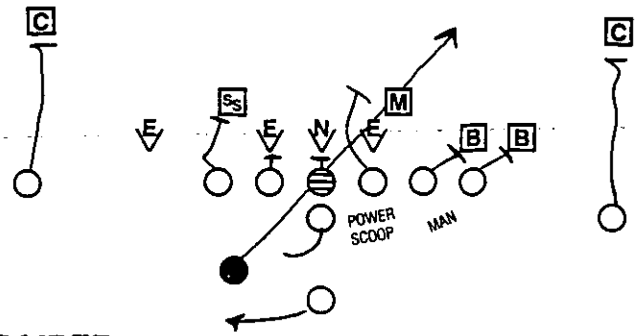
ORANGE STRONG



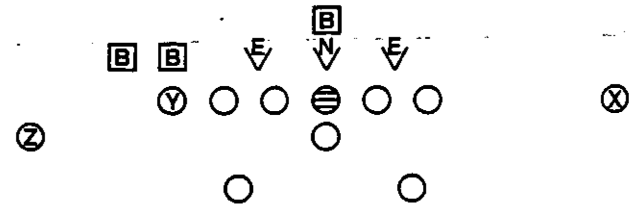
PIRATE



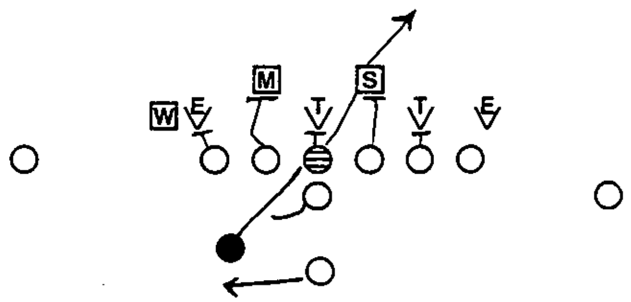
PIRATE



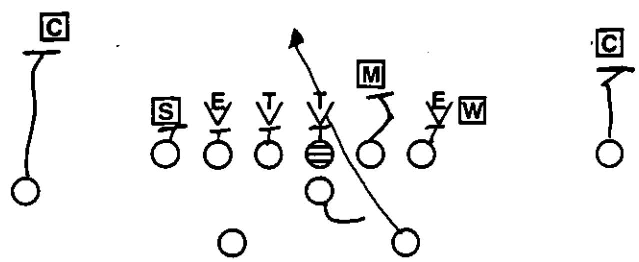

RAIDER



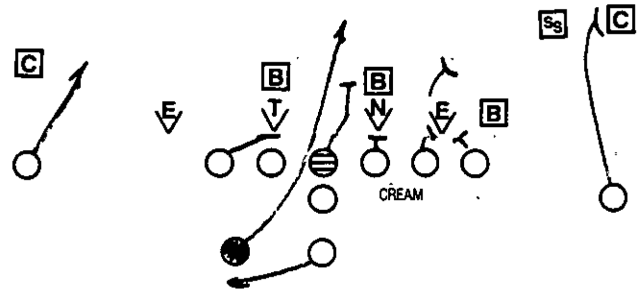
RAIDER



OVER LOU



OVER 50




40 L

NOTES



NOTES



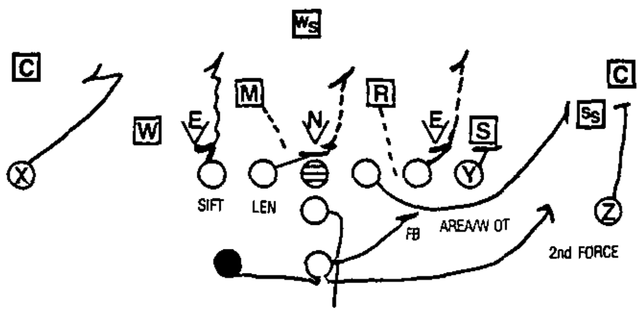
NOTES



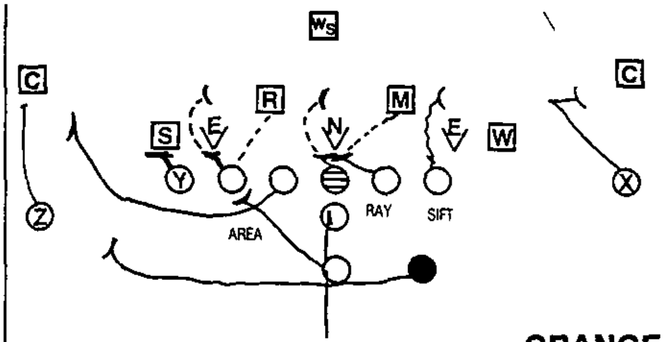
REMARKS

REMARKS

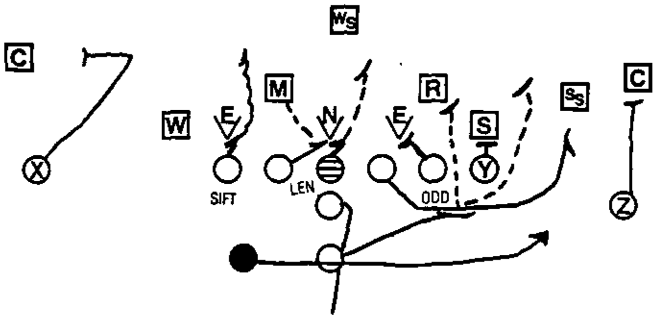
# 48/49 Y EVEN



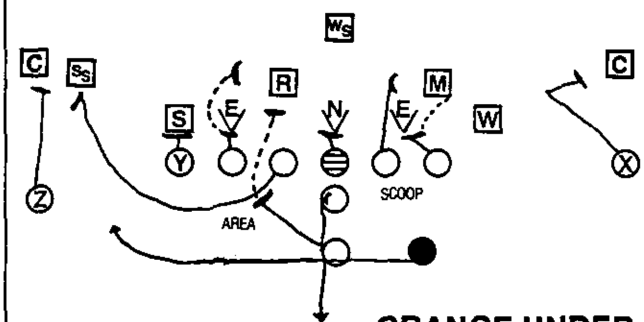

**ORANGE**



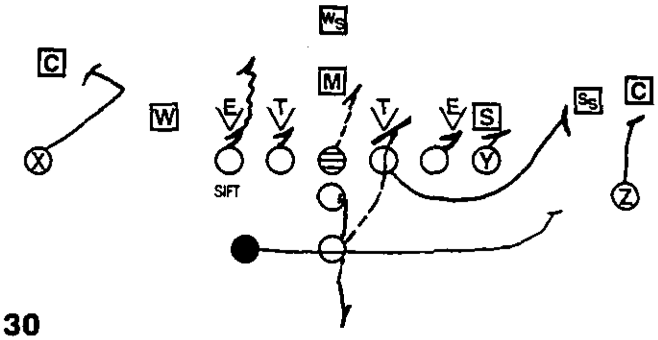

**ORANGE**



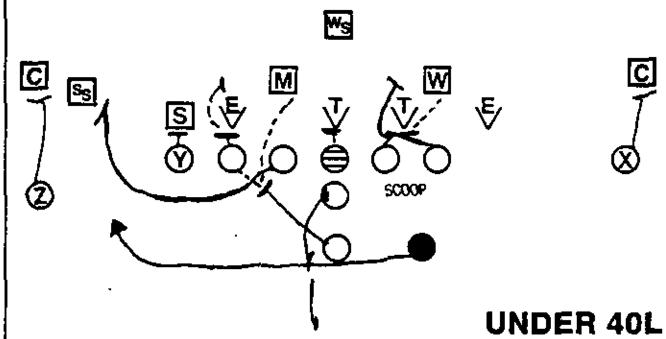

**ORANGE OVER WIDE**



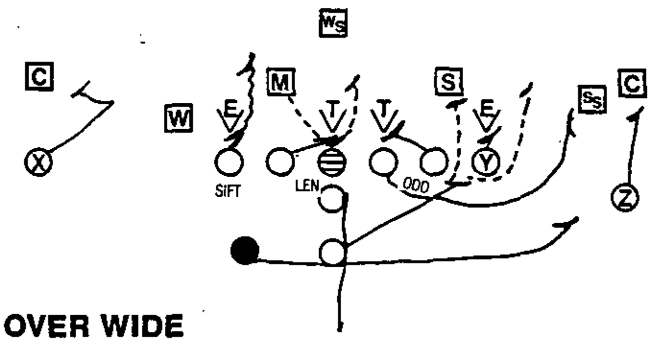

**ORANGE UNDER L**



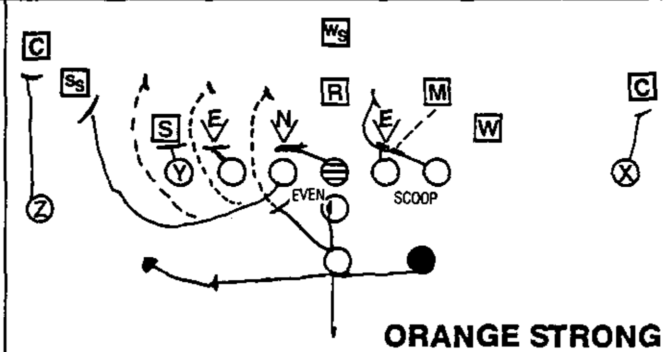

**30**



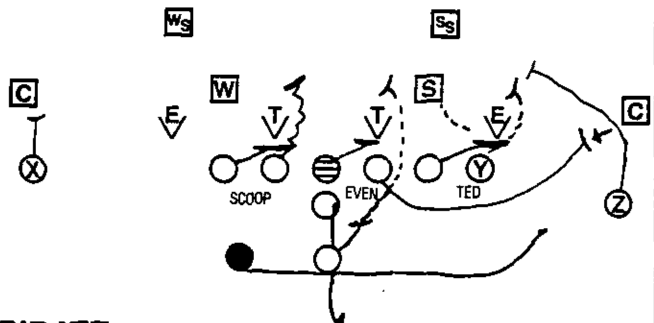

**UNDER 40L**



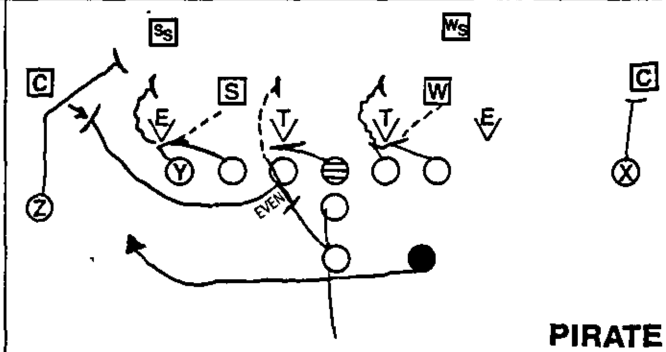

**OVER WIDE**




**ORANGE STRONG**

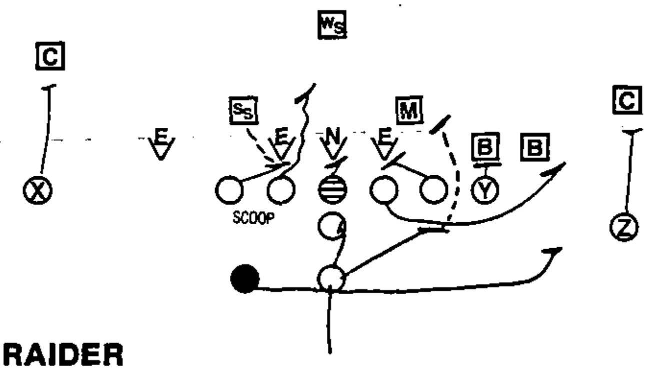



**PIRATE**

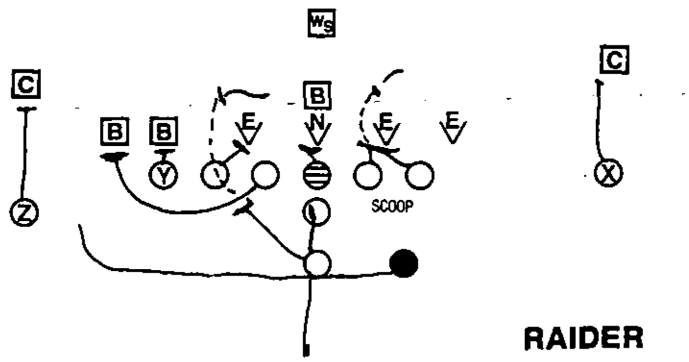



**PIRATE**

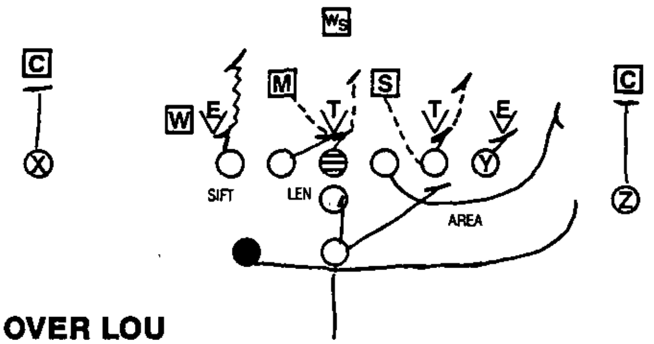
# 48/49 Y EVEN



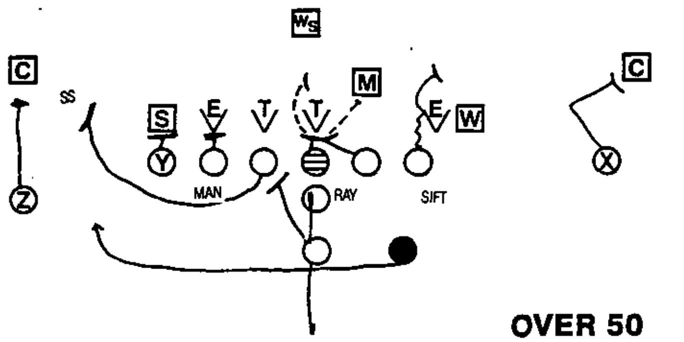

RAIDER



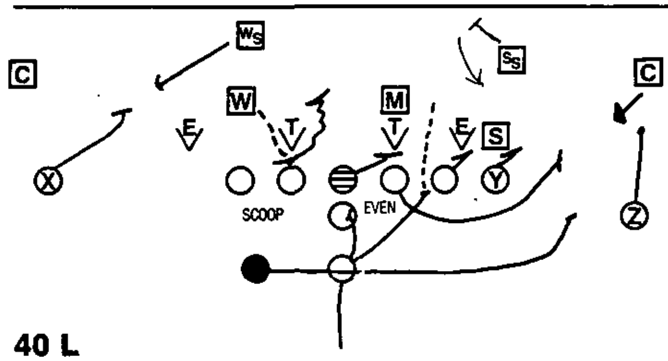

RAIDER




OVER LOU




OVER 50




40 L

NOTES

NOTES



NOTES



REMARKS

REMARKS

50 SERIES

50 SERIES

50/51 SUCKER

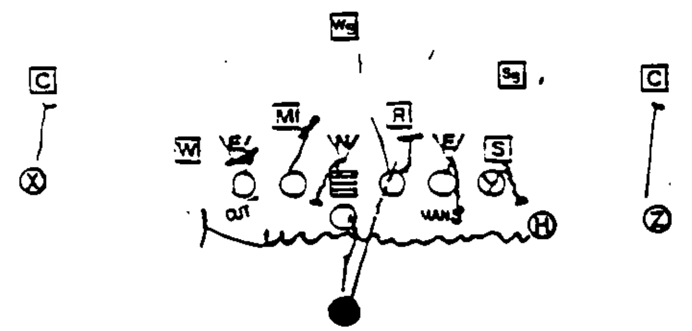
58

59

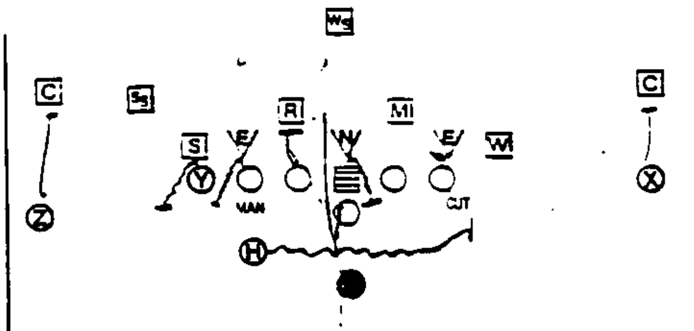
CTR. SP. 8 & 9

58/59 Y LD

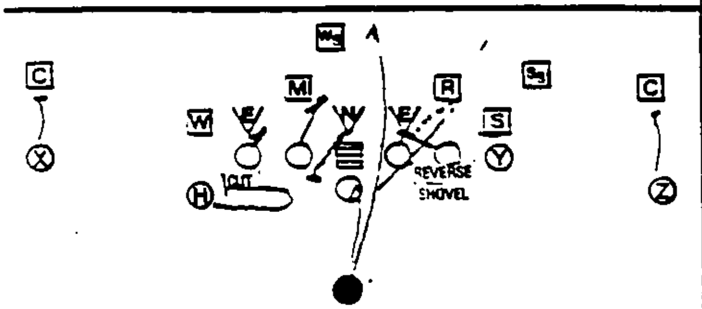
# 50/51 SUCKER



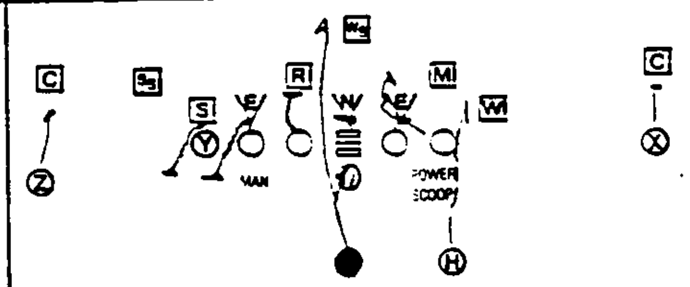

ORANGE



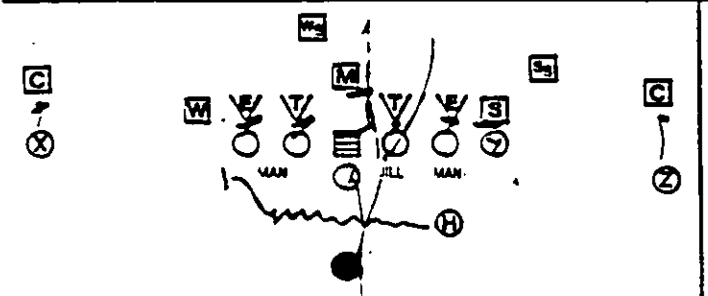

ORANGE



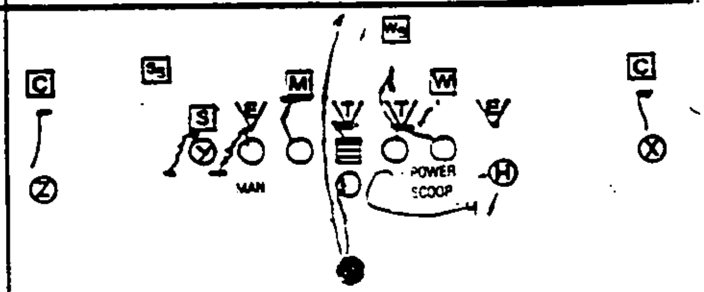

ORANGE OVER WIDE



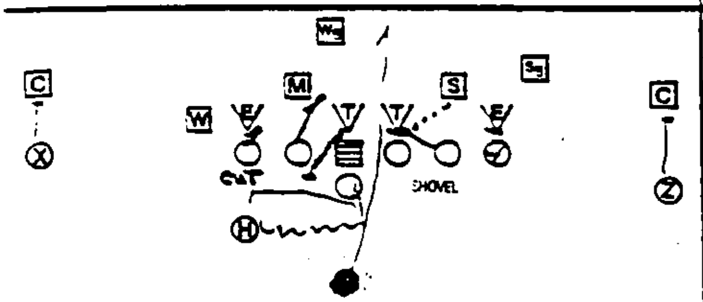

ORANGE UNDER L



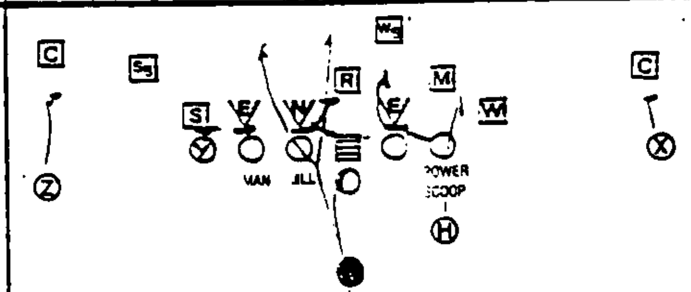

:0



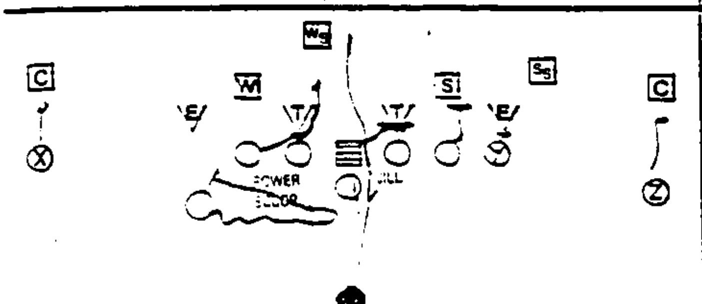

UNDER 40L



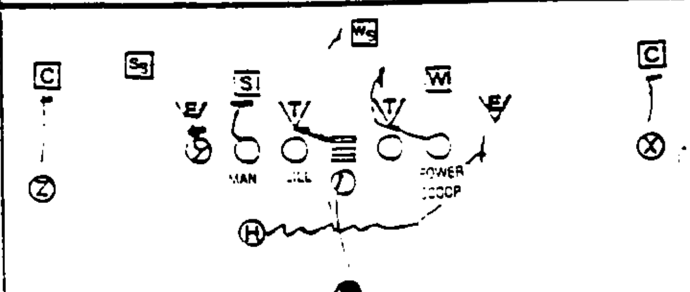

OVER WIDE




ORANGE STRONG

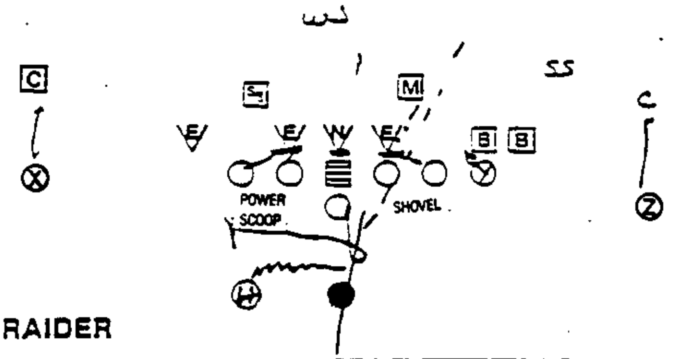


PIRATE

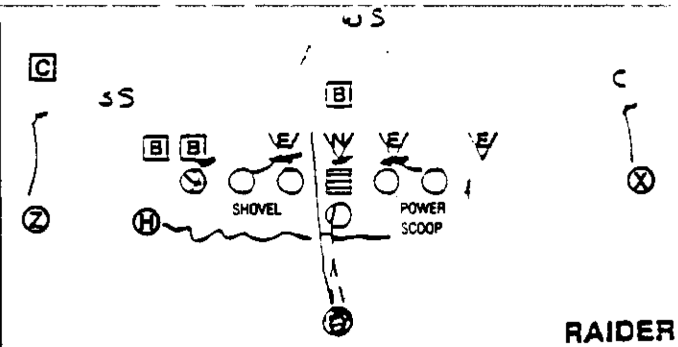



PIRATE

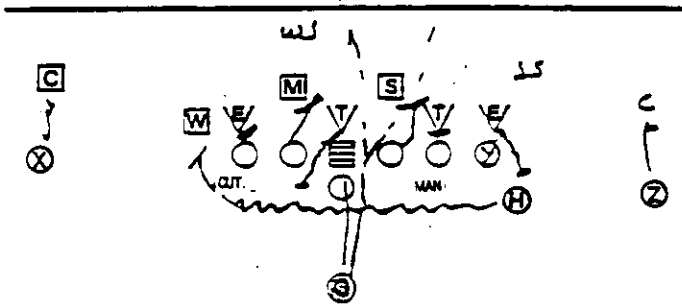
# 50/51 SUCKER



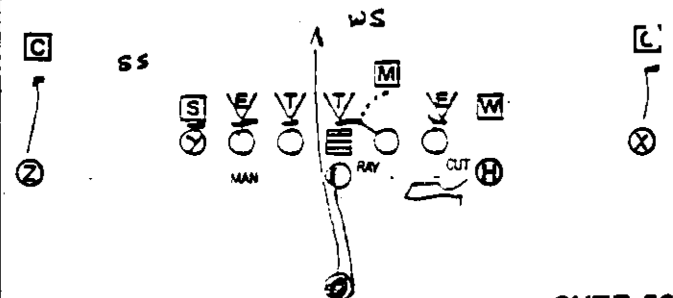

RAIDER




RAIDER

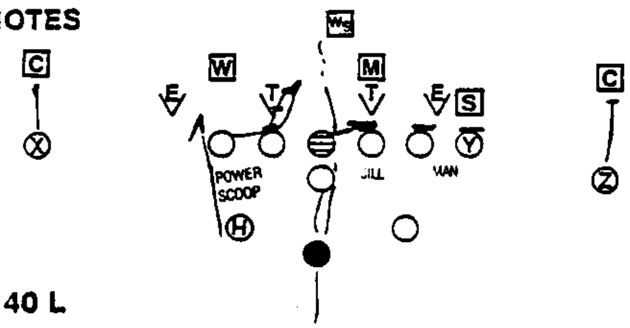



OVER LOU




OVER 50

NOTES




40 L

NOTES



NOTES



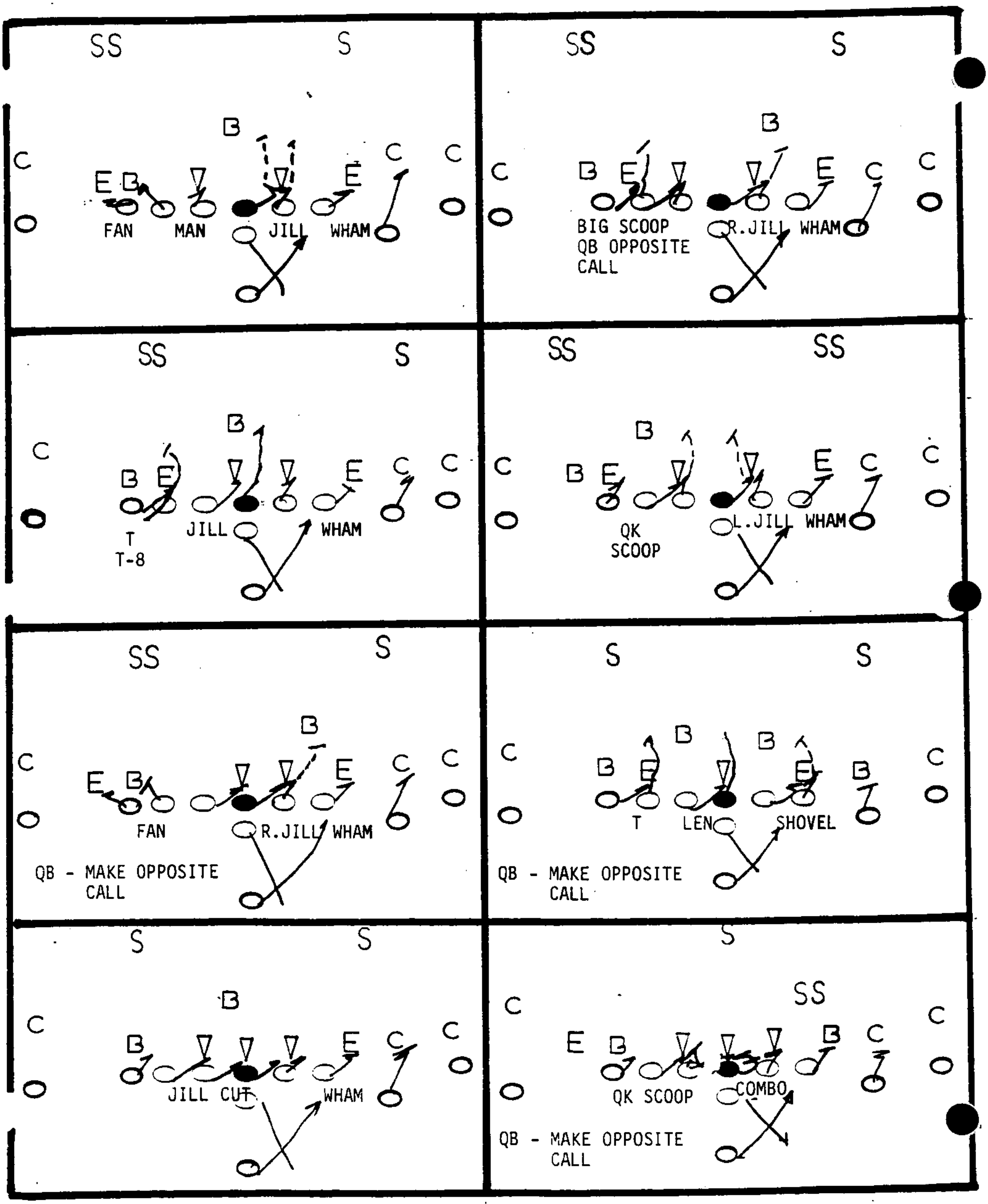
NOTES



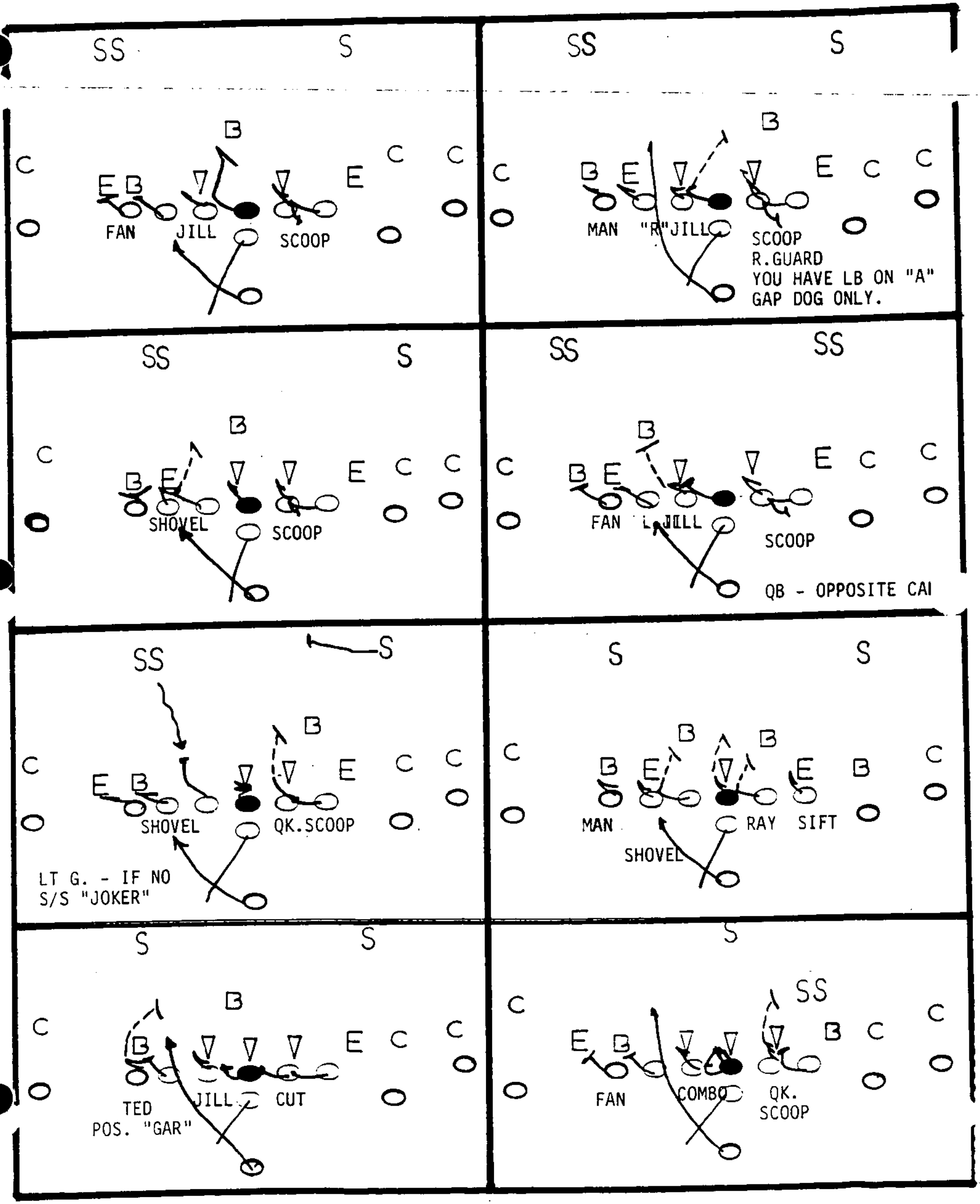
REMARKS

REMARKS

PLAY: 58

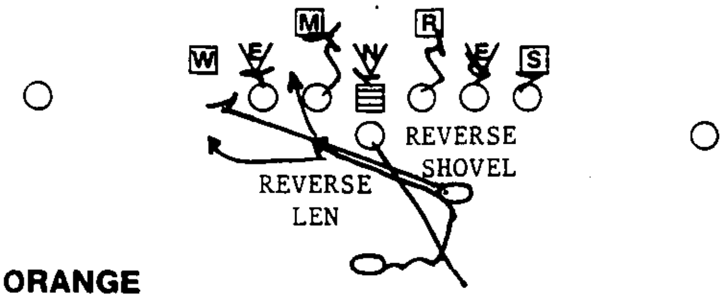

SS S
C C C
E B E
FAN MAN JILL WHAM
SS S
C C C
B E E
BIG SCOOP
QB OPPOSITE
CALL
R.JILL WHAM
SS S
C C C
B E E
JILL WHAM
T
T-8
SS SS
C C C
B E E
QK
SCOOP
L.JILL WHAM
SS S
C C C
E B E
FAN R.JILL WHAM
QB - MAKE OPPOSITE
CALL
S S
C C C
B B B B
T LEN SHOVEL
QB - MAKE OPPOSITE
CALL
S S
C C C
B B E
JILL CUT WHAM
S SS
C C C
E B B
QK SCOOP COMBO
QB - MAKE OPPOSITE
CALL

PLAY: 59

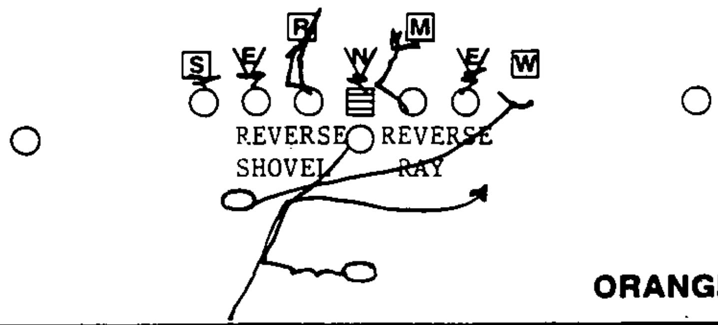


SS S
C E B B C C E
FAN JILL SCOOP
SS S
C B E B E C C
MAN "R" JILL SCOOP
R.GUARD
YOU HAVE LB ON "A"
GAP DOG ONLY.
SS S
C B E B E C C
SHOVEL SCOOP
SS SS
C B B E E C C
FAN L JILL SCOOP
QB - OPPOSITE CAI
SS S
C E B B E C C
SHOVEL QK.SCOOP
LT G. - IF NO
S/S "JOKER"
S S
C B E B B E B C
MAN SHOVEL RAY SIFT
S S
C B E C C
TED
POS. "GAR"
JILL CUT
S SS
C E B B C C
FAN COMBO QK.
SCOOP

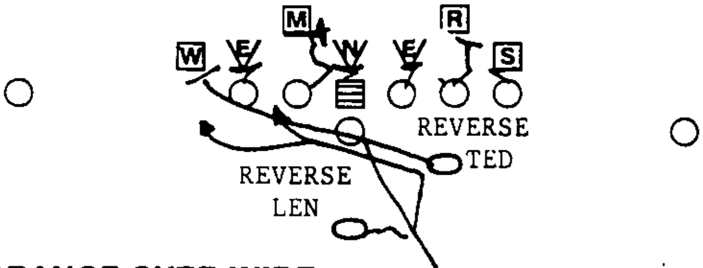
COUNTER SPRINT 9 | COUNTER SPRINT 8



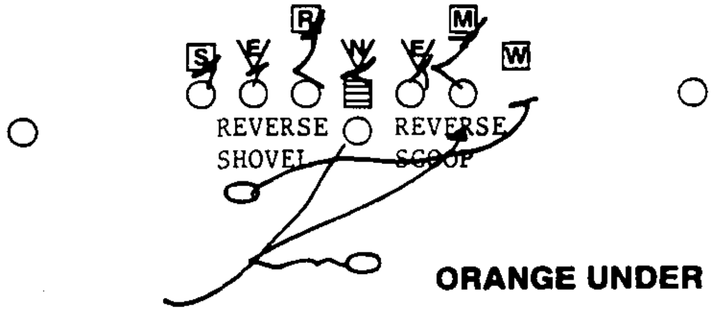

**ORANGE**



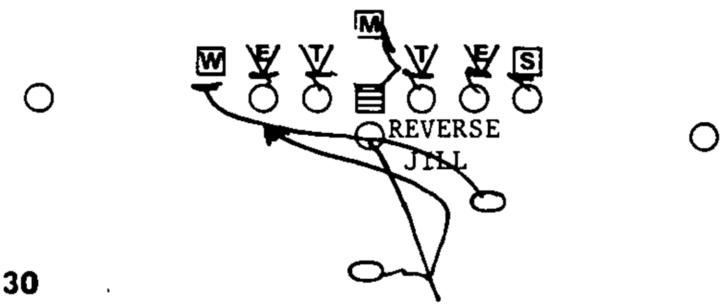

**ORANGE**



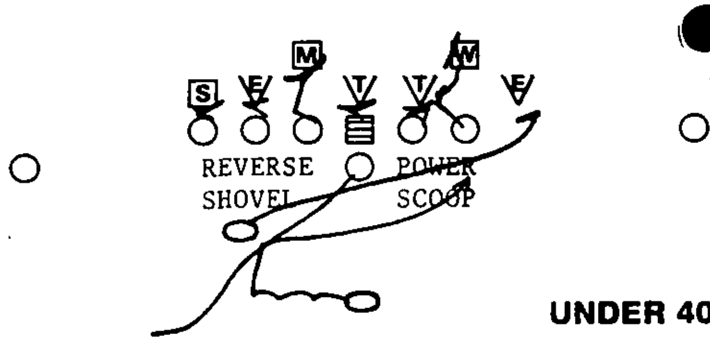

**ORANGE OVER WIDE**



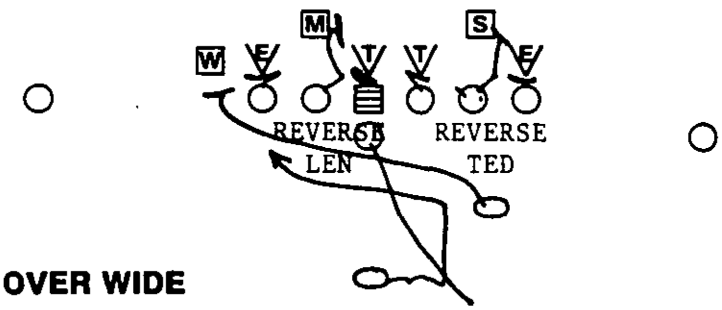

**ORANGE UNDER L**



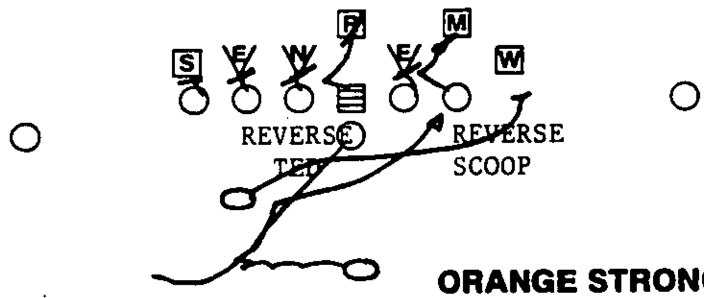

**30**



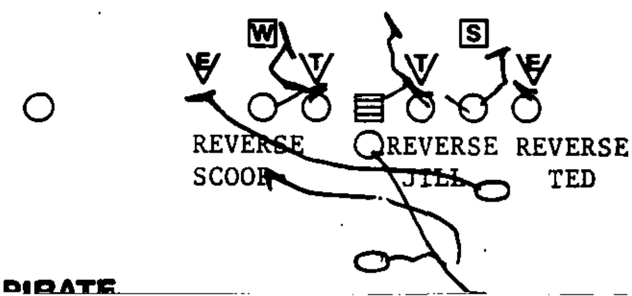

**UNDER 40L**



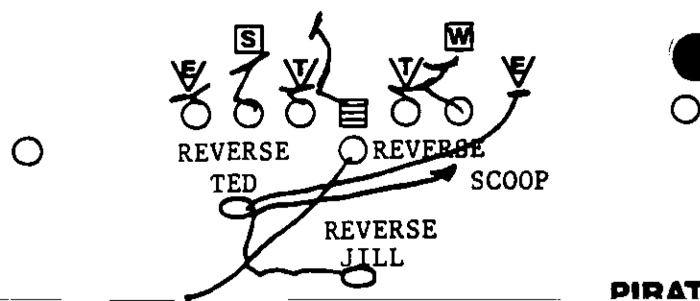

**OVER WIDE**




**ORANGE STRONG**

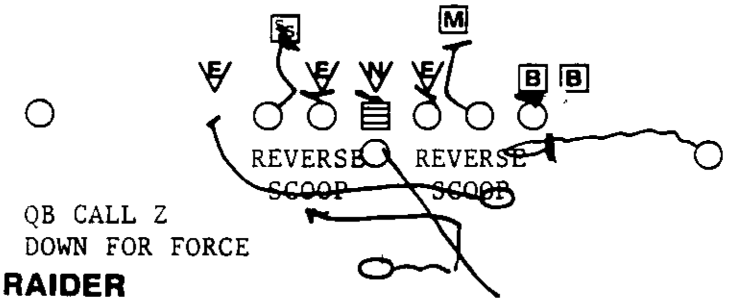



**PIRATE**

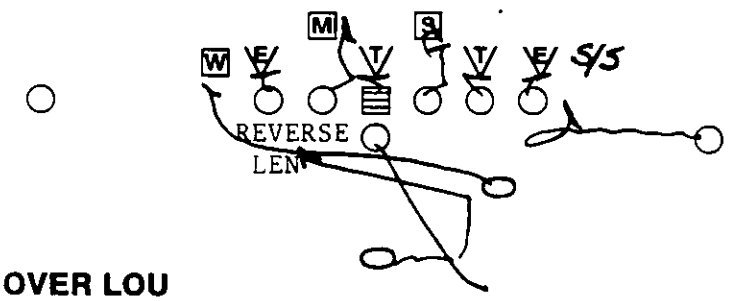



**PIRATE**

## COUNTER SPRINT 9




**RAIDER**




**OVER LOU**

**NOTES**

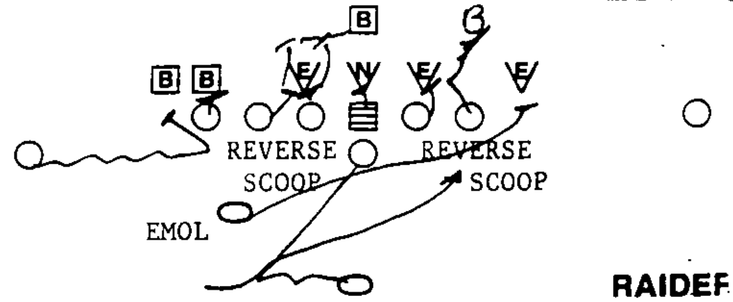


**NOTES**

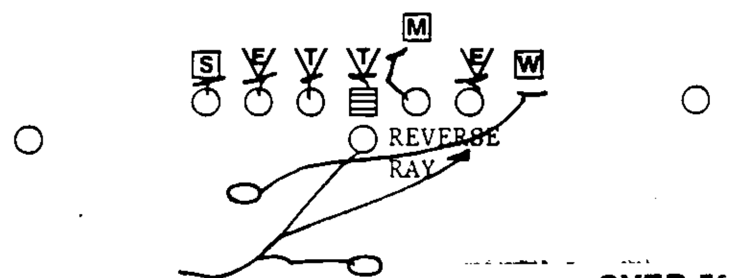


**REMARKS**

## COUNTER SPRINT 8




**RAIDER**




**OVER 5**

**NOTES**

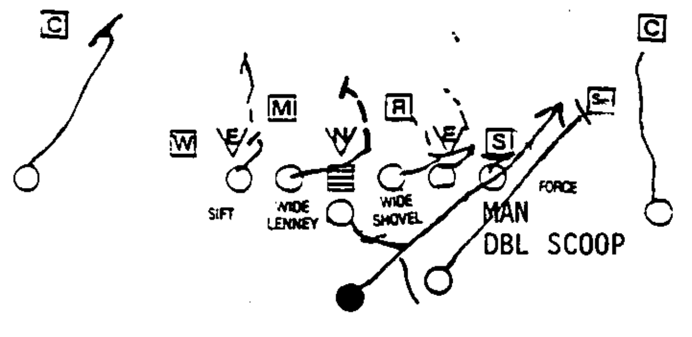


**NOTES**

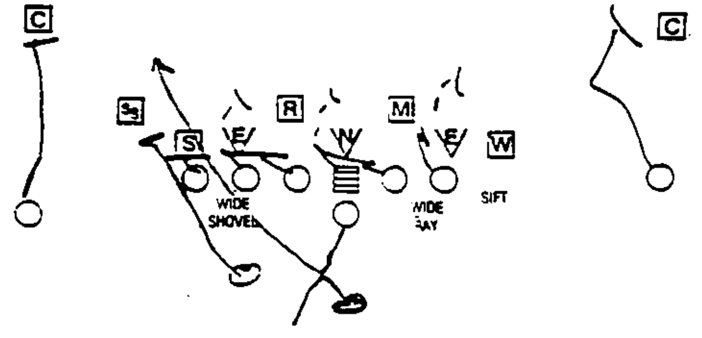


**REMARKS**

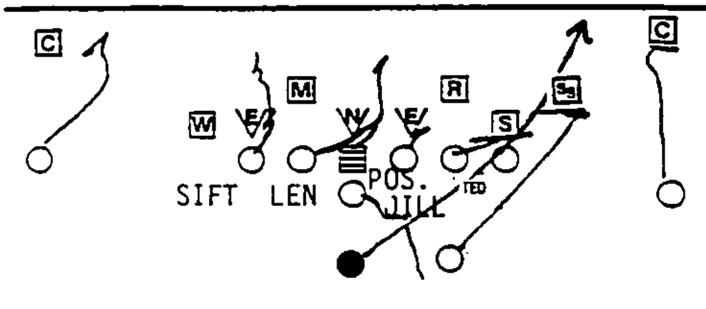
# 58/59 Y LD



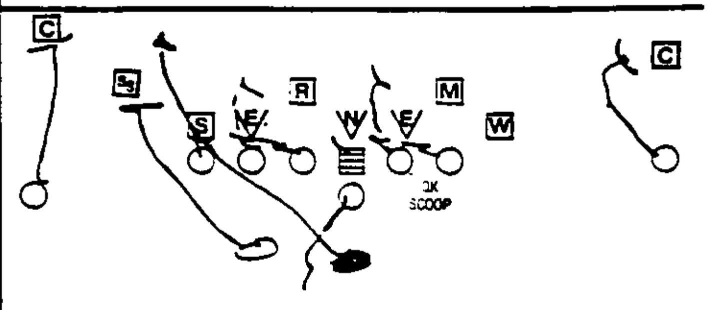

ORANGE



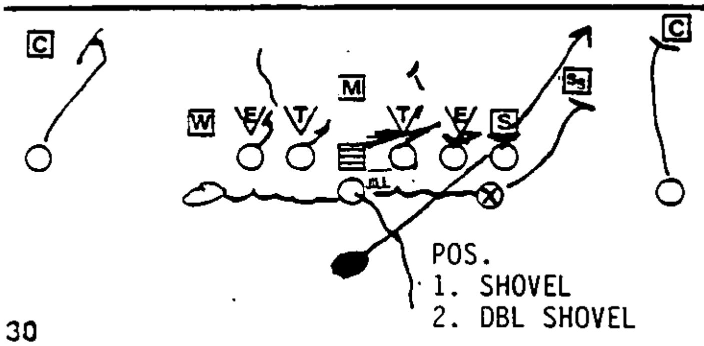

ORANGE



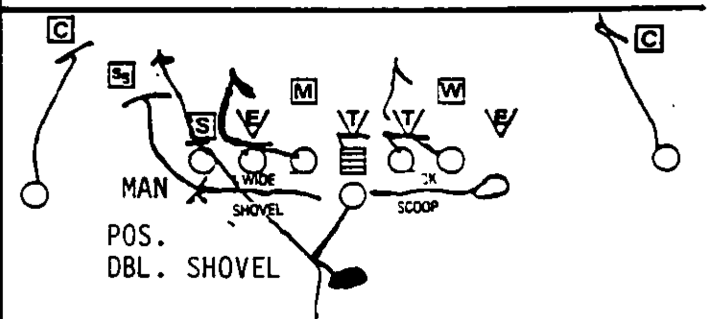

ORANGE OVER WIDE



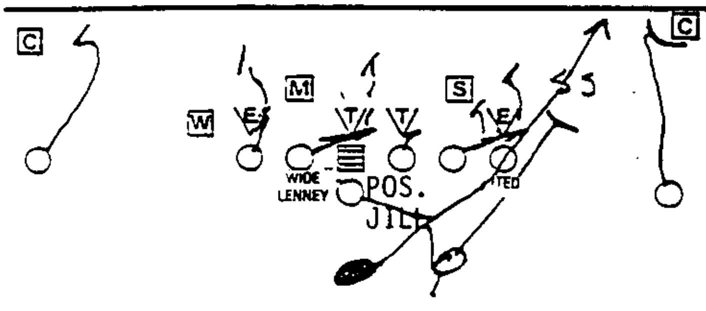
ORANGE UNDER L



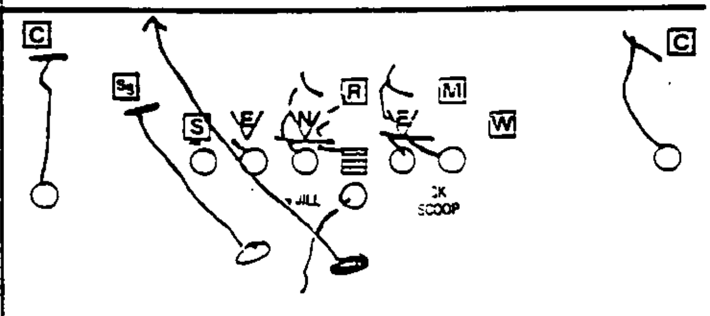

30



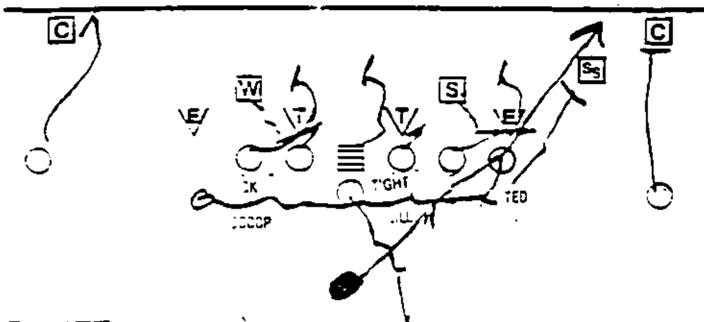

UNDER 40L



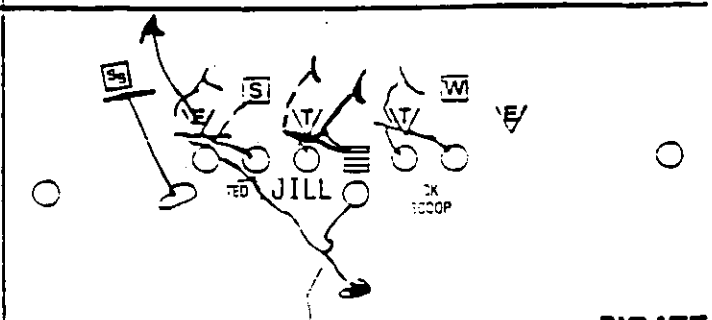

OVER WIDE




ORANGE STRONG

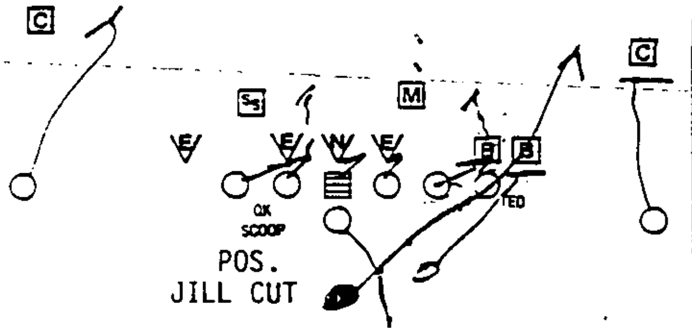



PIRATE

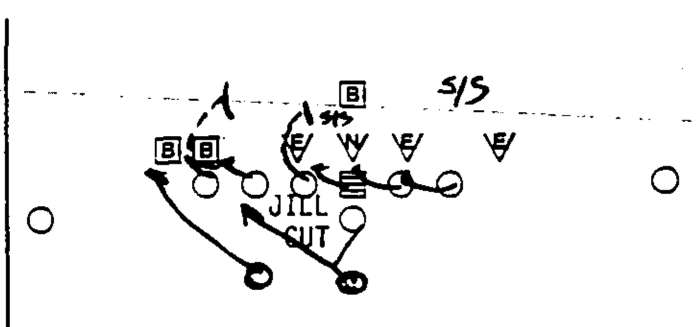



PIRATE

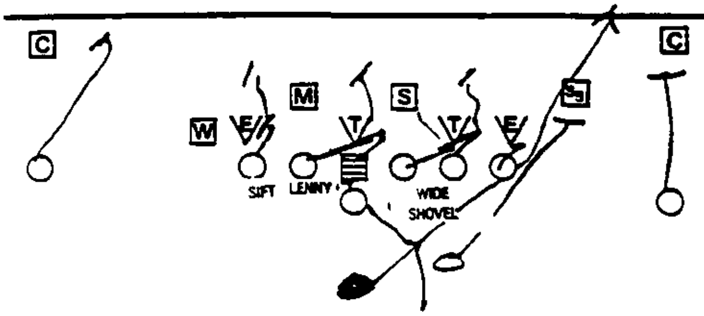
# 58/59 Y LD



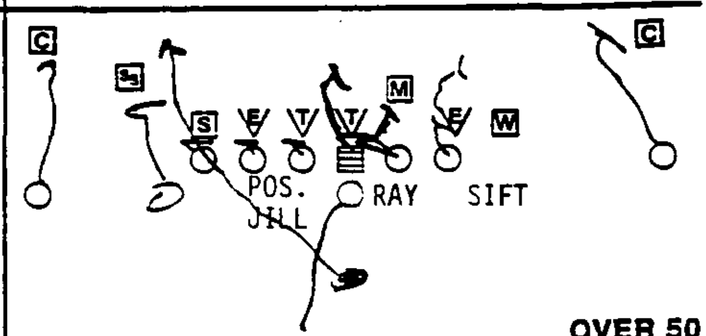

**RAIDER**




**RAIDER**




**OVER LOU**




**OVER 50**

**NOTES**



**NOTES**



**NOTES**



**NOTES**



**REMARKS**

**REMARKS**

THE LOS ANGELES RAIDERS

60 SERIES

62/63

64/65

66/67 BLUFF GUARD ODD

COUNTER 66 OT

COUNTER 67 OT

68/69 Y LD

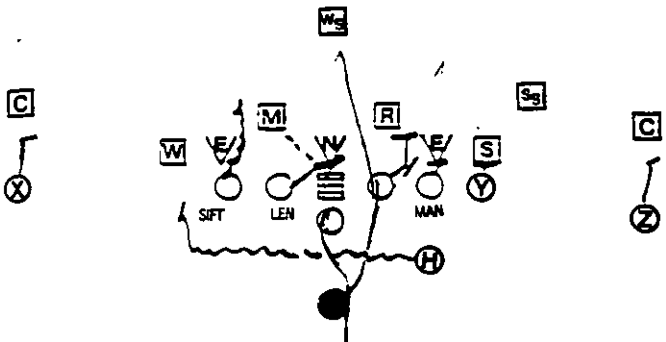
68/69 BOB EASY

FLIP 68/69 BOB TAG

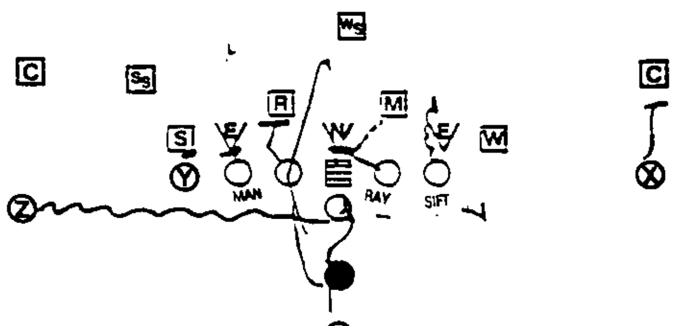
69/68 BOOM

FLIP 69/68L

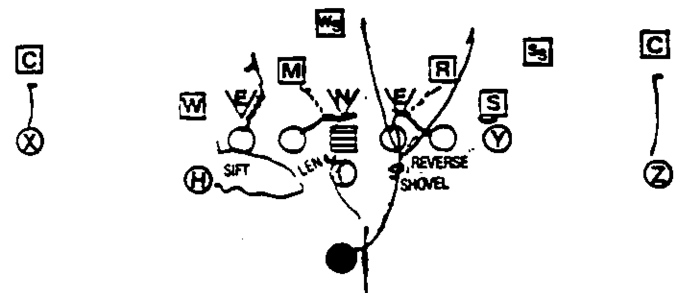
HANDOFF 69/68 BOOM



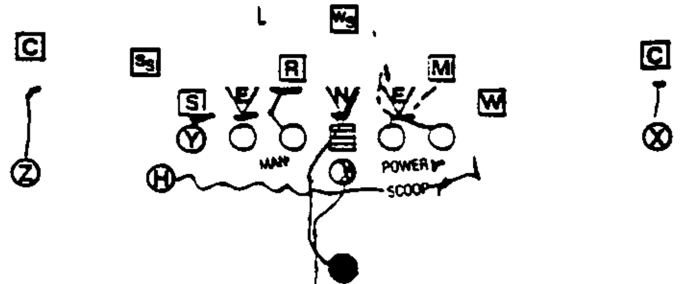

ORANGE



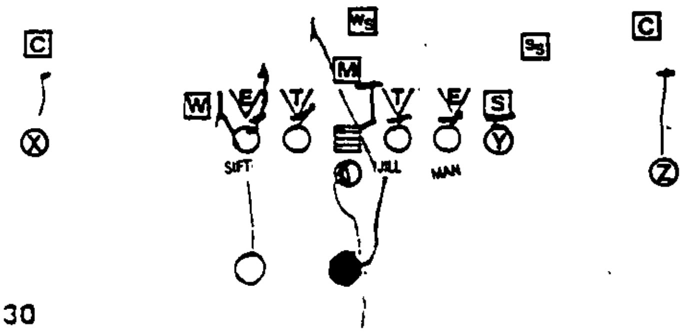

ORANGE



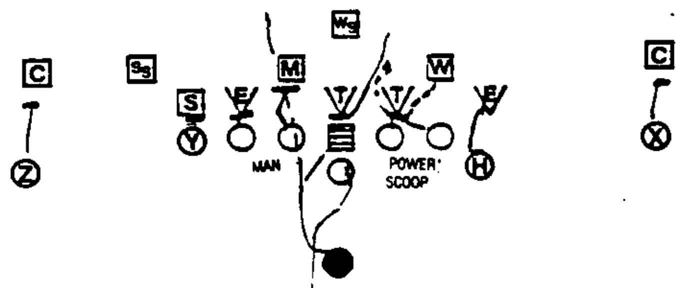

ORANGE OVER WIDE



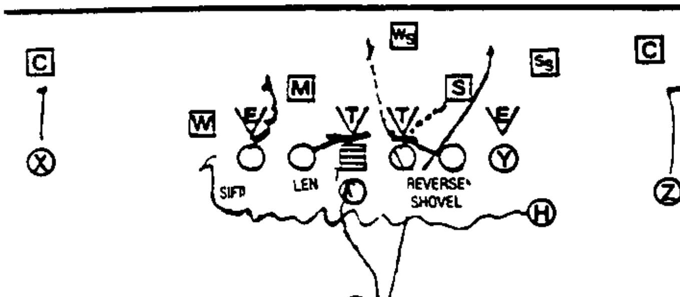

ORANGE UNDER L



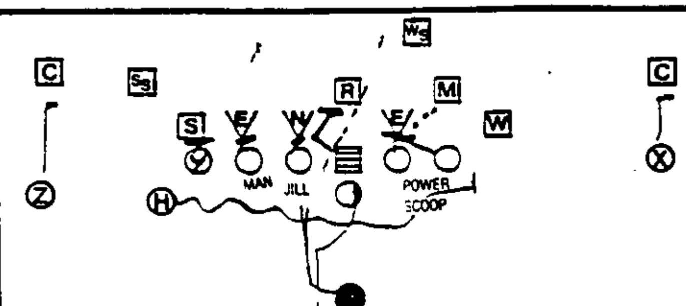

30



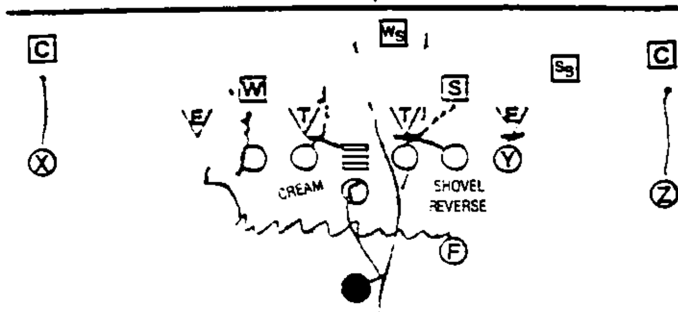

UNDER 40L



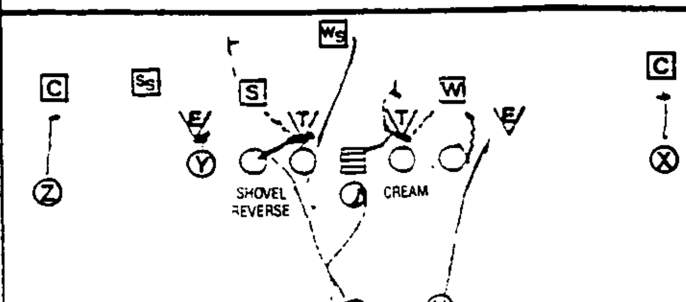

OVER WIDE



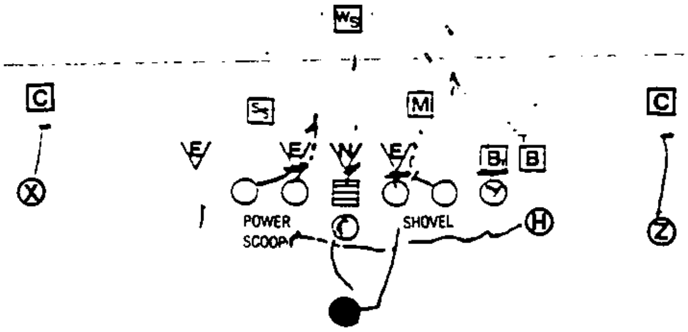

ORANGE STRONG



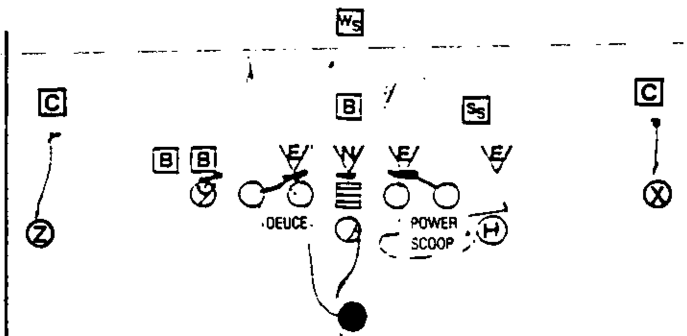

PIRATE



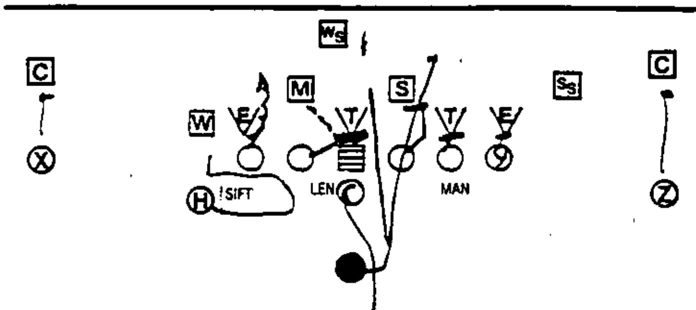

PIRATE



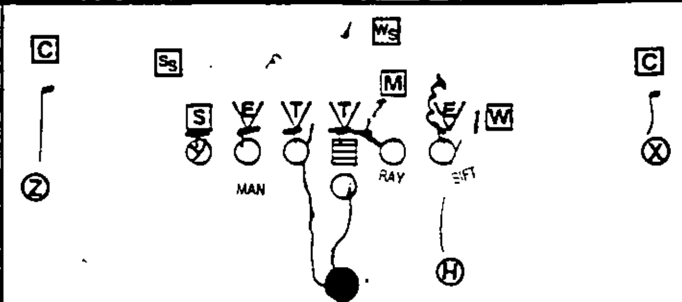

RAIDER




RAIDER

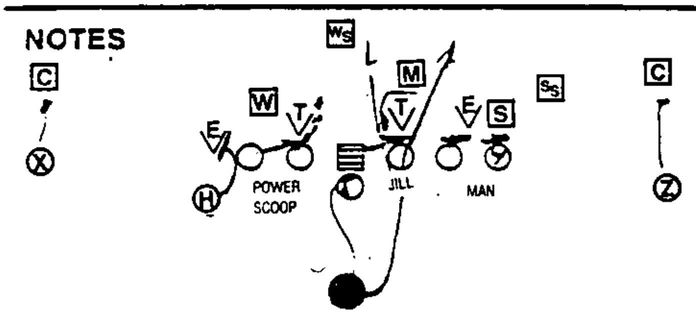



OVER LOU



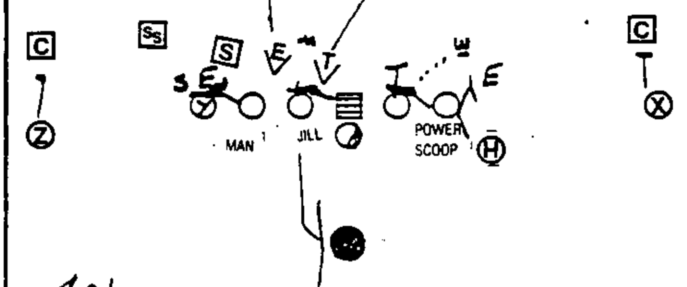

OVER 50

NOTES




40L

NOTES




40L

NOTES

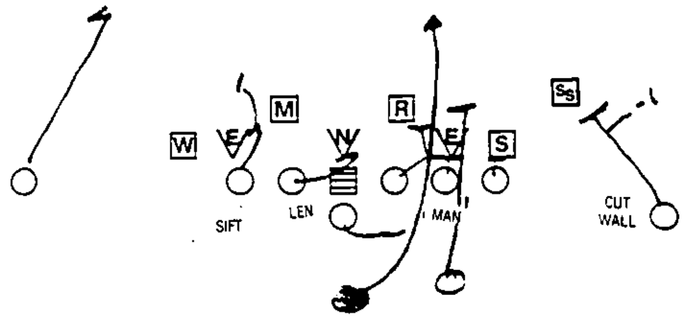


NOTES

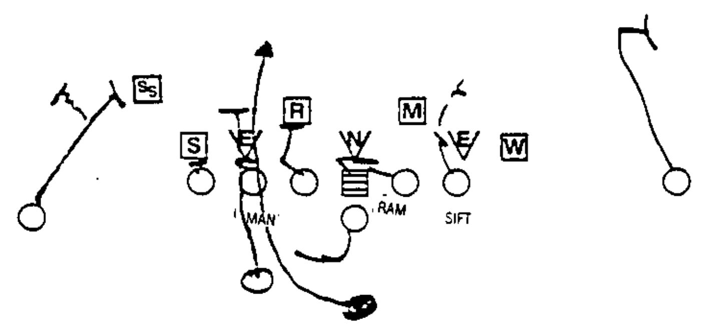


REMARKS

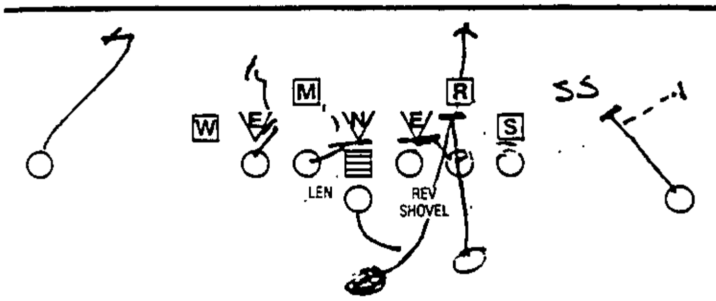
REMARKS



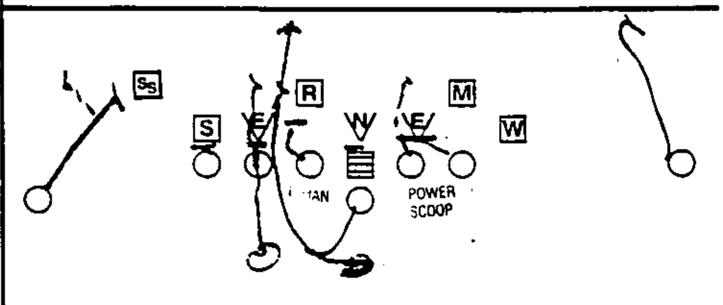

ORANGE



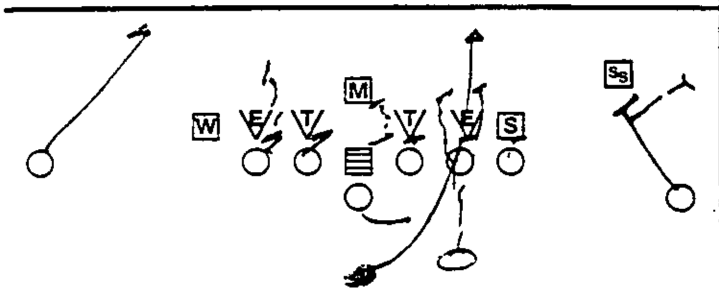

ORANGE



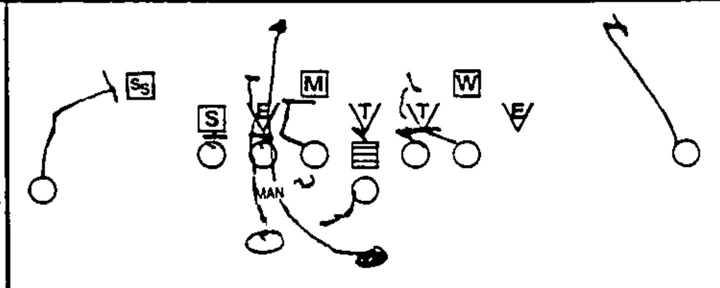

ORANGE OVER WIDE



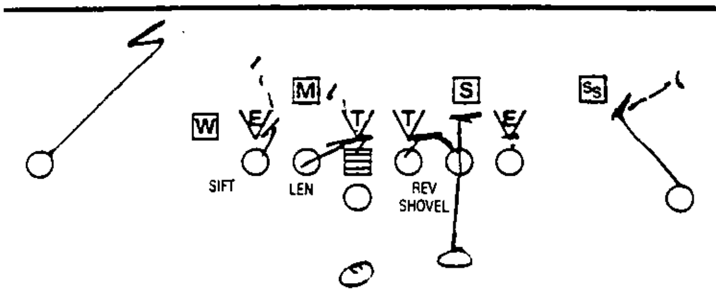

ORANGE UNDER L



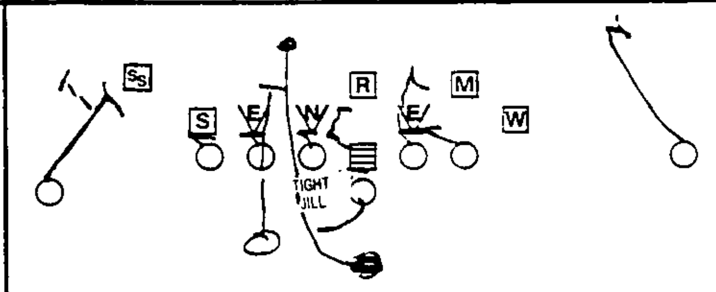
30



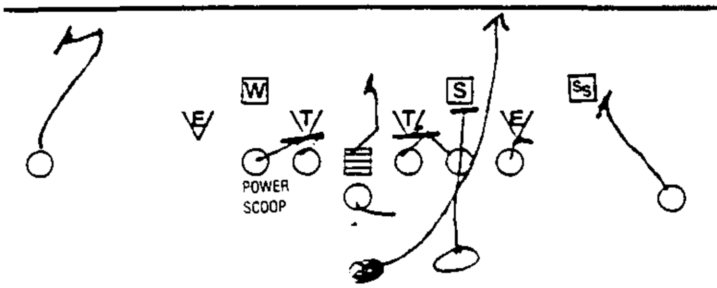

UNDER 40L



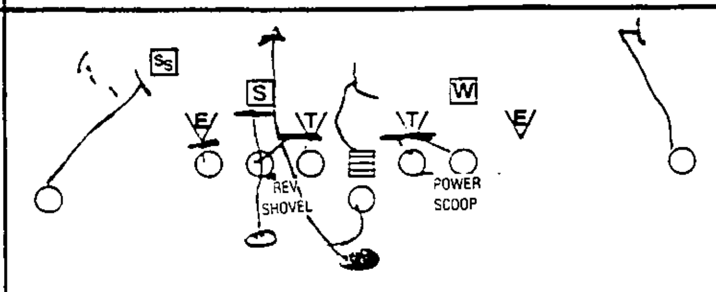

OVER WIDE



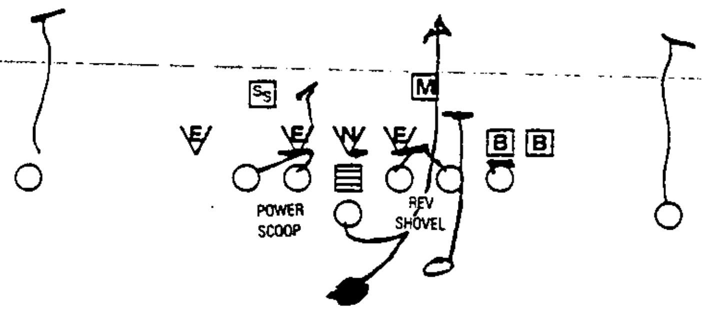

ORANGE STRONG



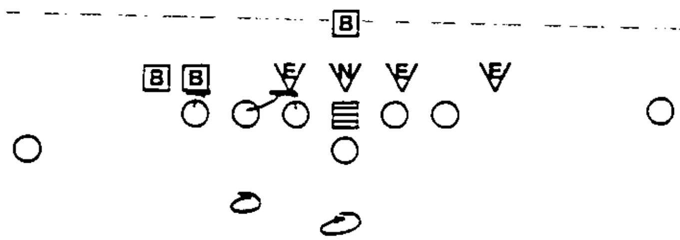

PIRATE




PIRATE

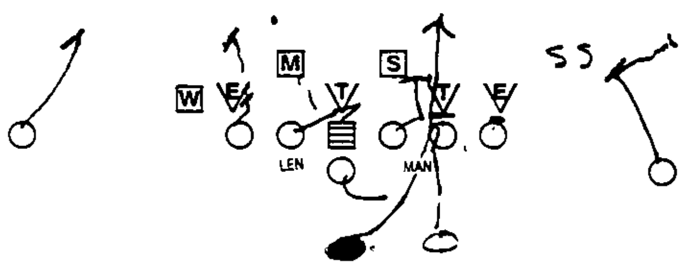



RAIDER

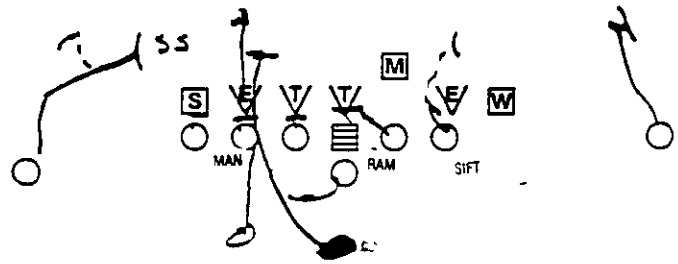


Don't show

RAIDER

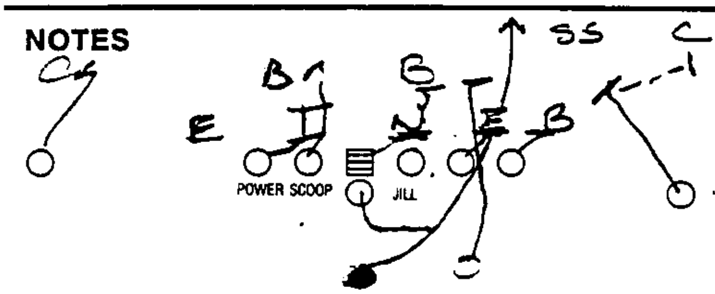



OVER LOU




OVER 50

NOTES




NOTES



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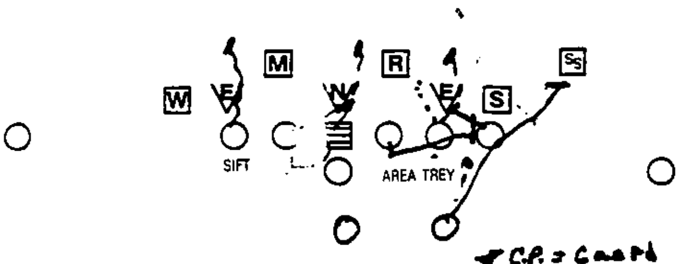


NOTES

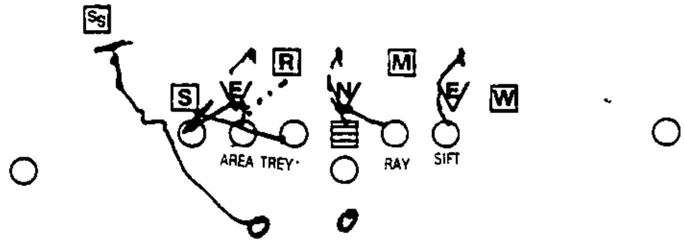


REMARKS

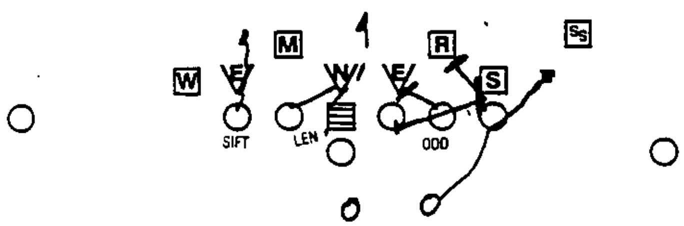
REMARKS



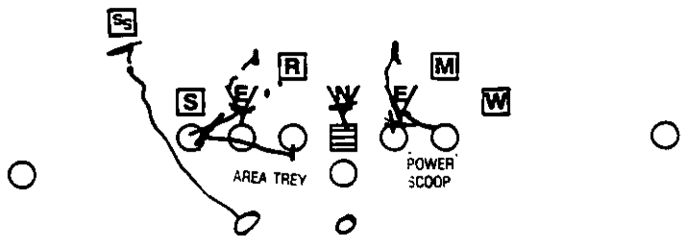

ORANGE



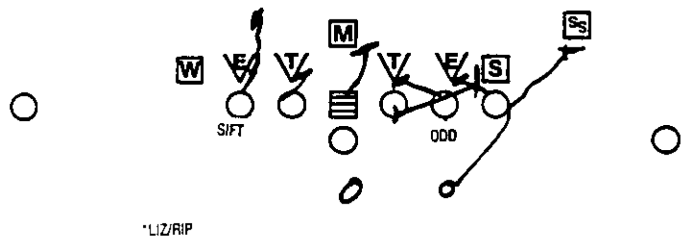

RANGE



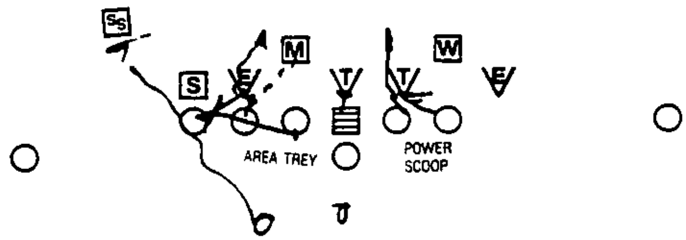

ORANGE OVER WIDE



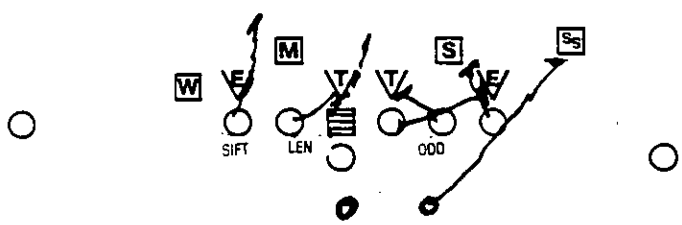

ORANGE UNDER L



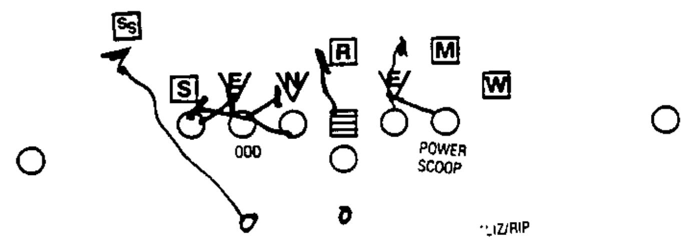

30



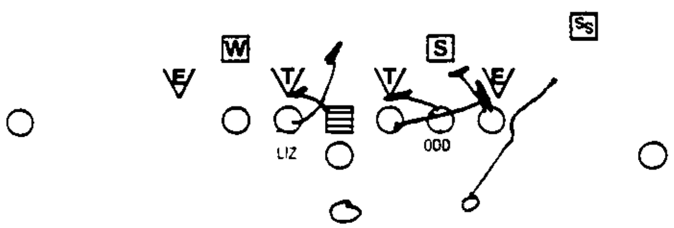

UNDER 40L



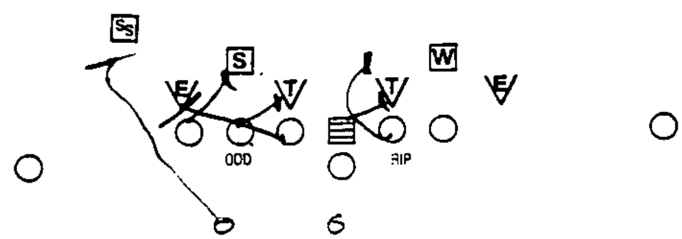

OVER WIDE




ORANGE STRONG

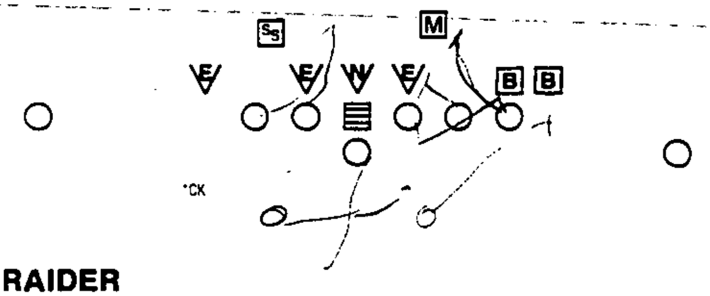



PIRATE

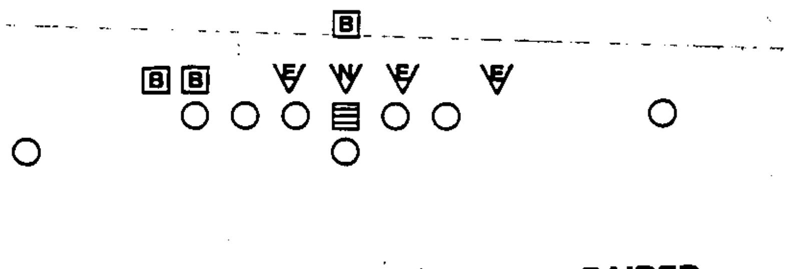



PIRATE

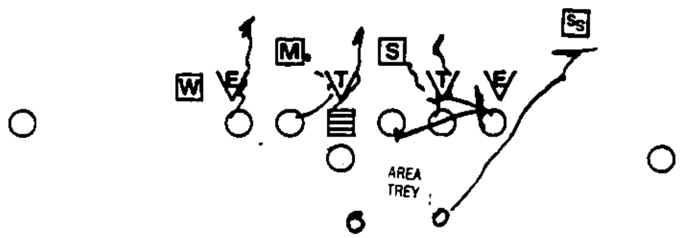
# 66/67 BLUFF GUARD ODD



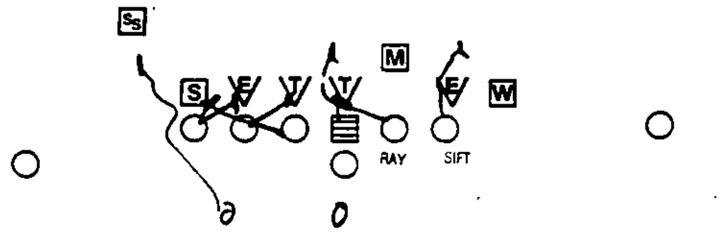

RAIDER



RAIDER




OVER LOU




OVER 50

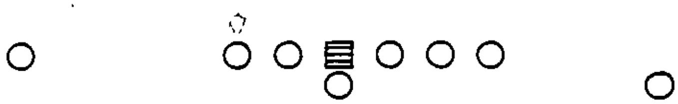
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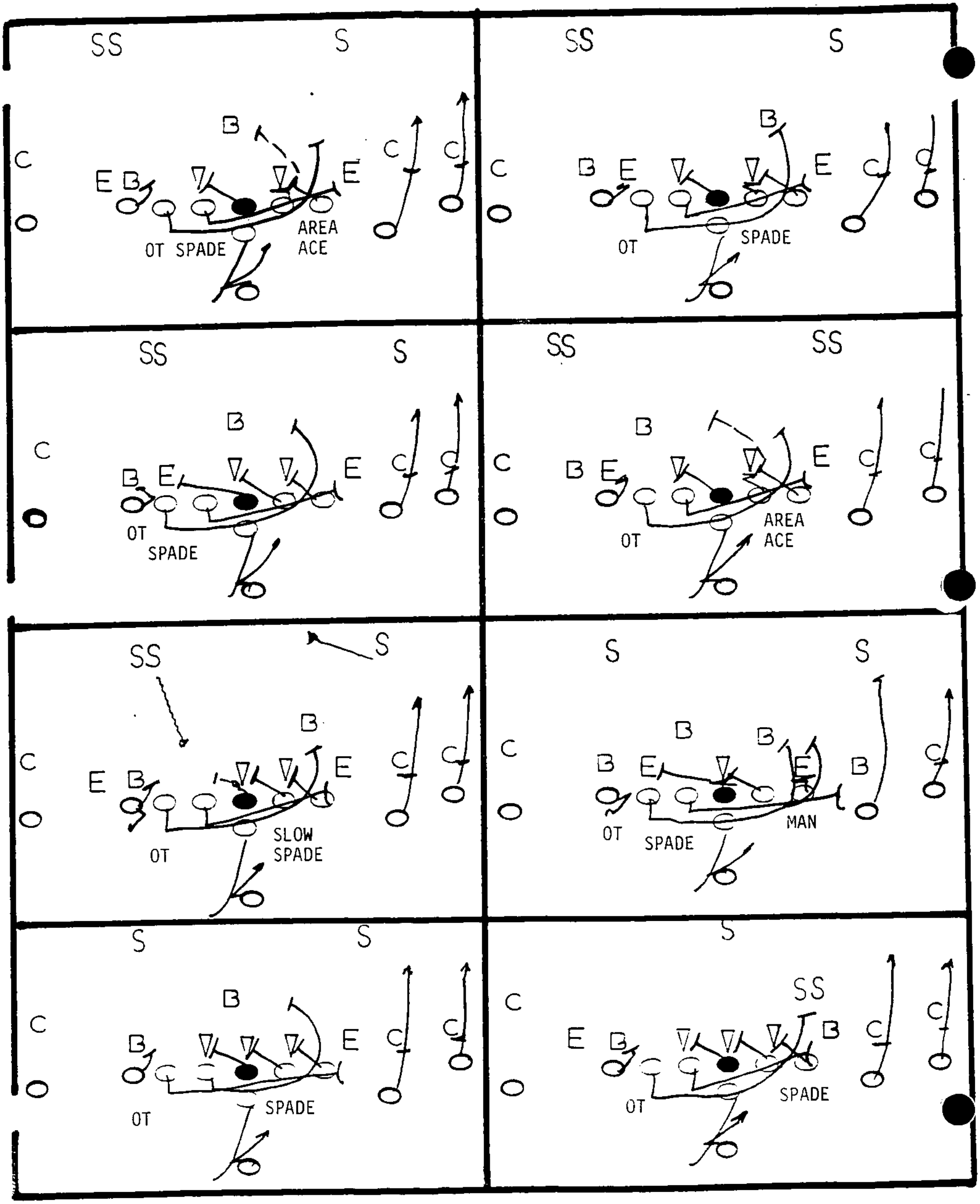
NOTES



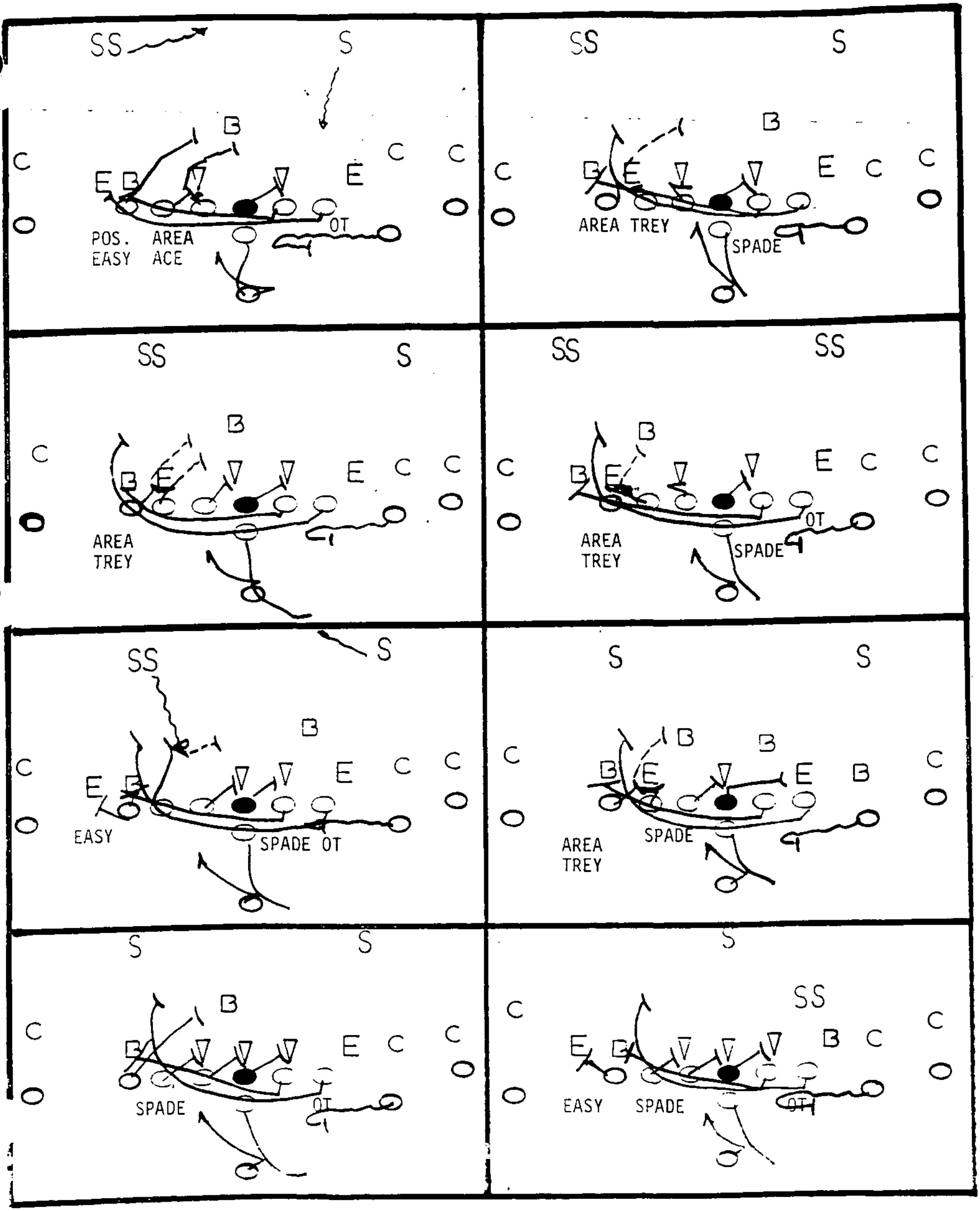
REMARKS

REMARKS

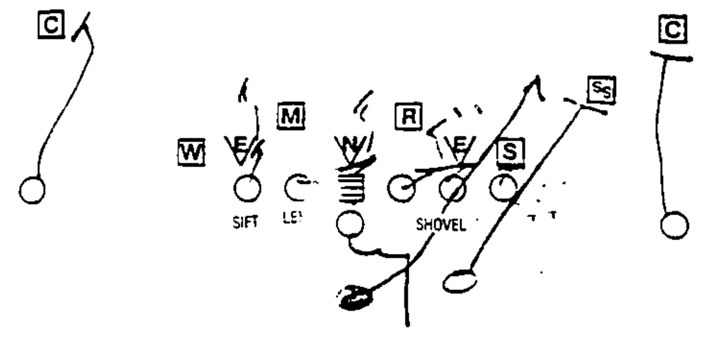
PLAY: COUNTER 66 OT



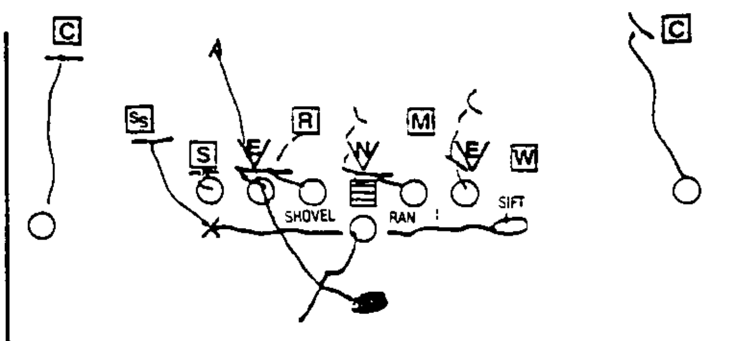
PLAY: COUNTER 67 OT



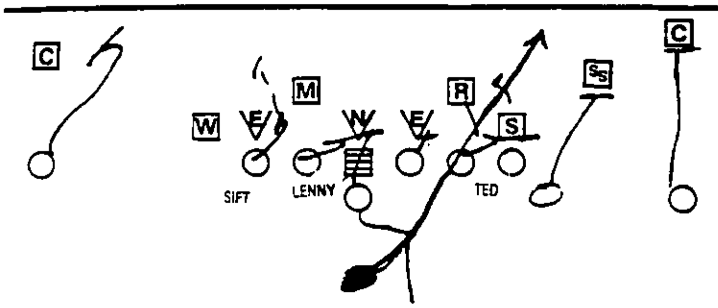
# 68/69 Y LD



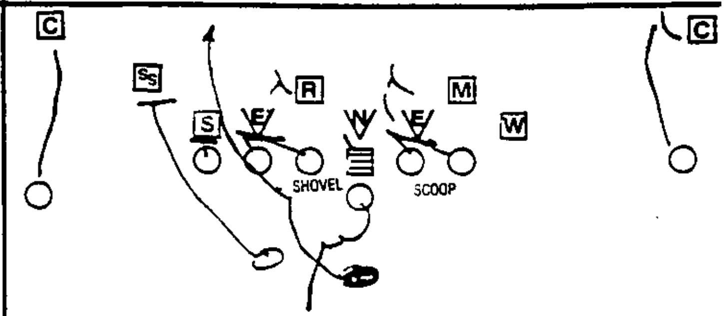

ORANGE



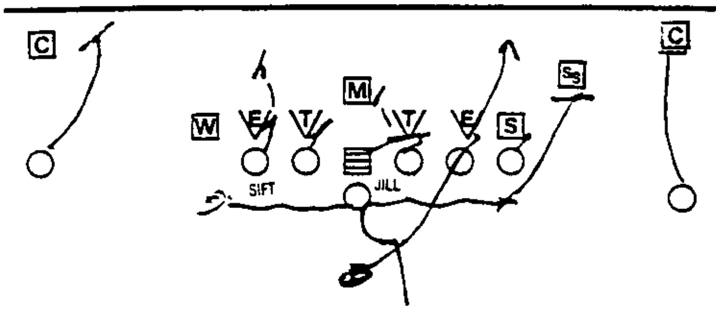

ORANGE



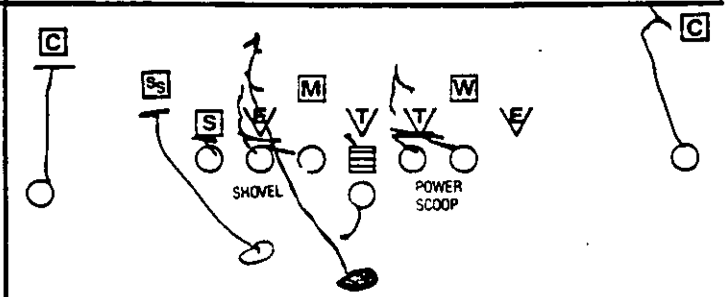

ORANGE OVER WIDE



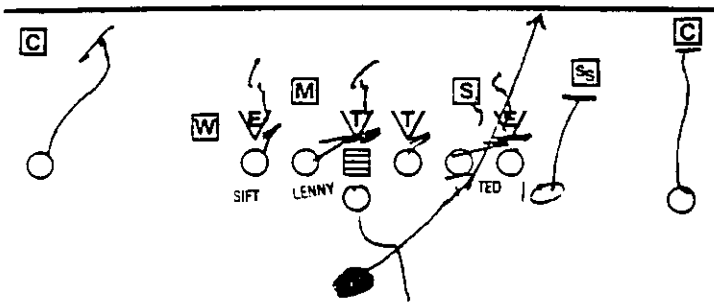

ORANGE UNDER L



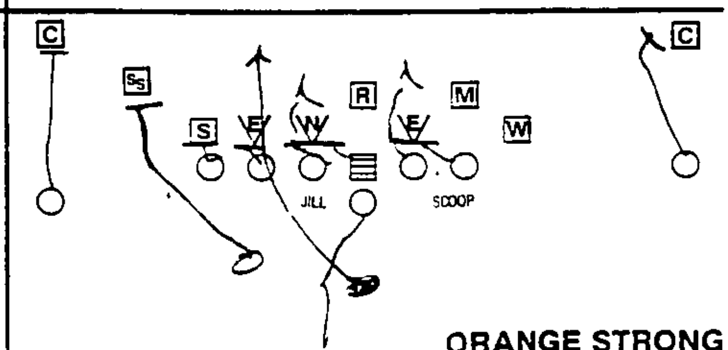

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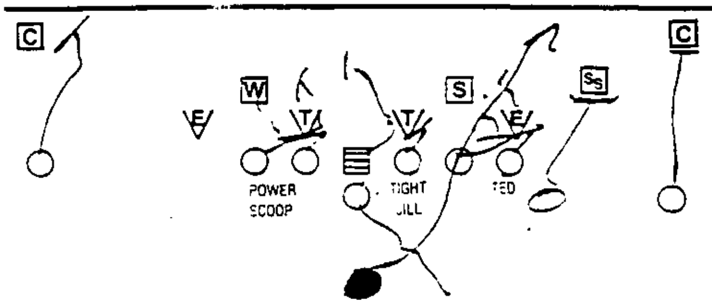

UNDER 40L



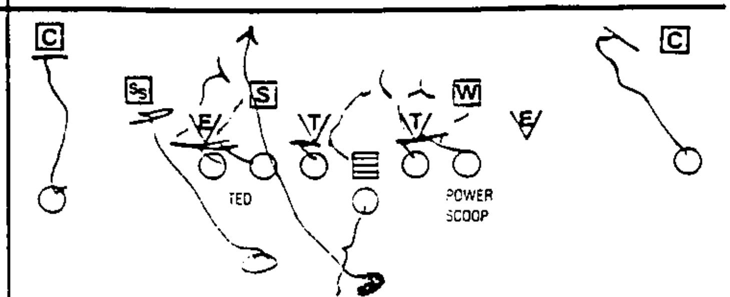

OVER WIDE




ORANGE STRONG

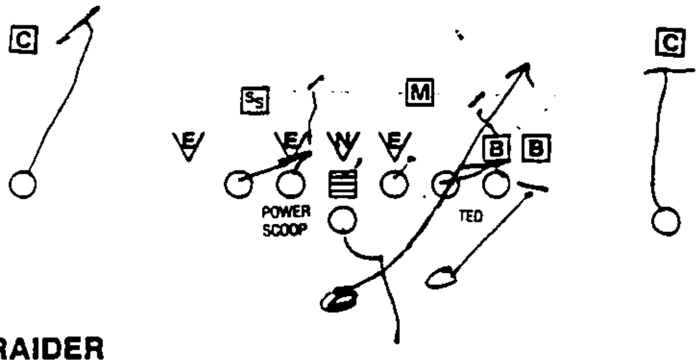



PIRATE

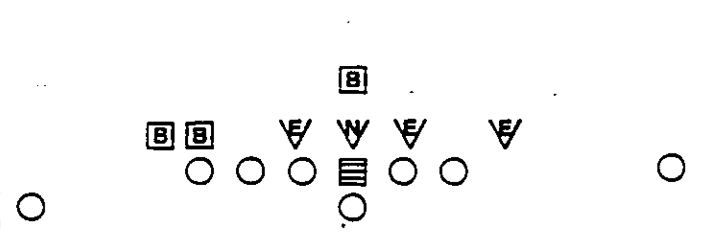



PIRATE

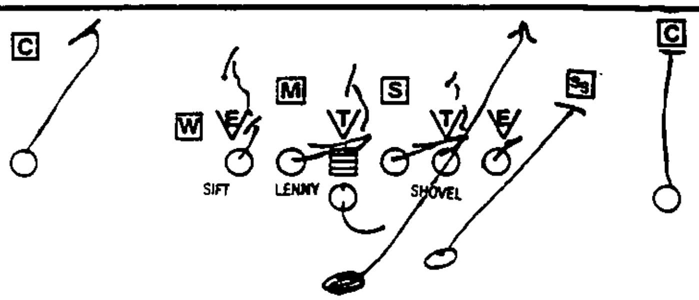
# 68/69 Y LD



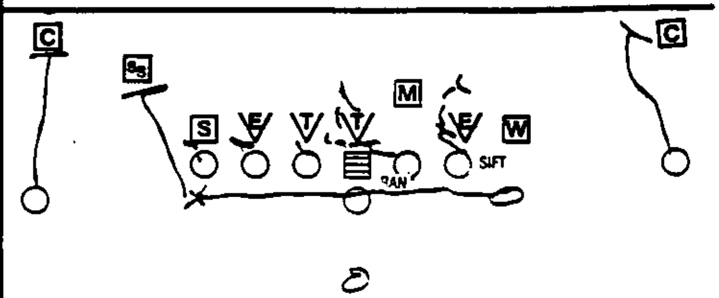

RAIDER



RAIDER




OVER LOU




OVER 50

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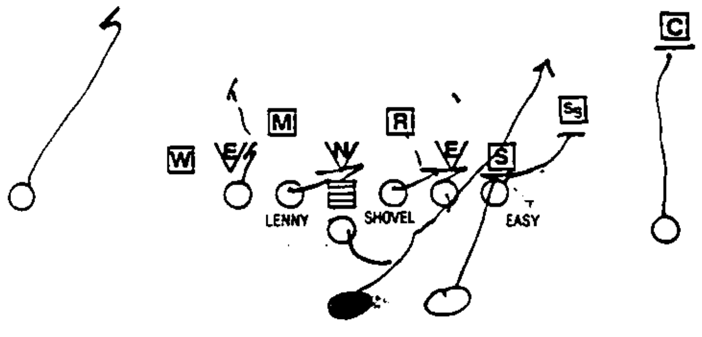
NOTES



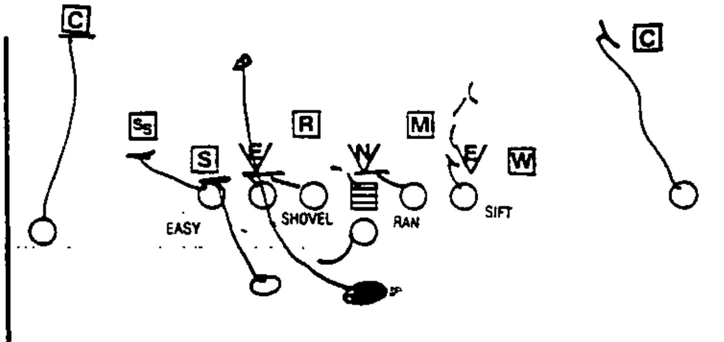
REMARKS

REMARKS

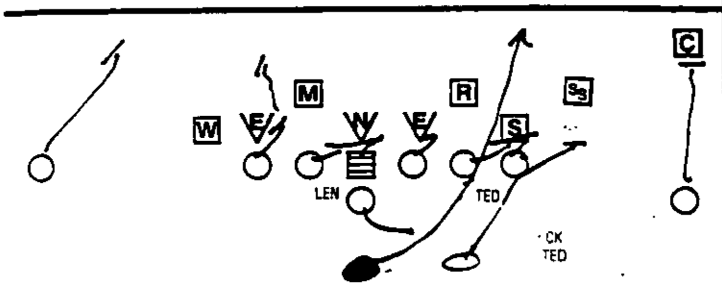
# 68/69 BOB EASY



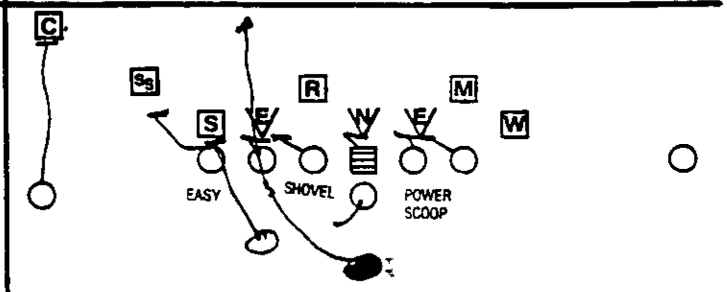

ORANGE



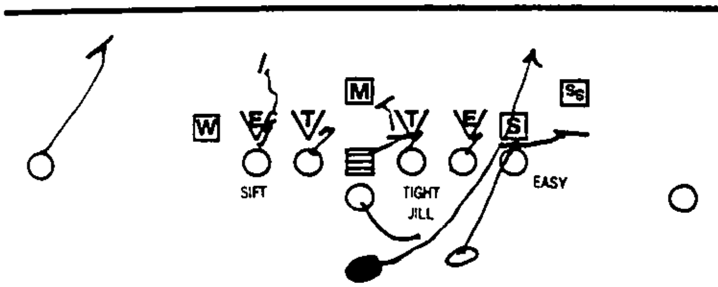

ORANGE



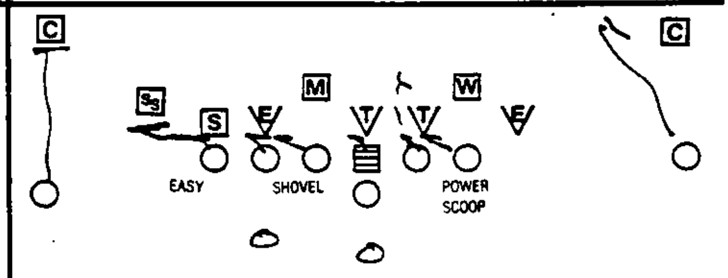

ORANGE OVER WIDE



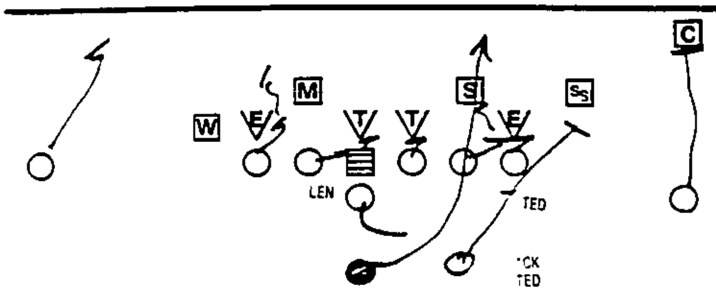

ORANGE UNDER L



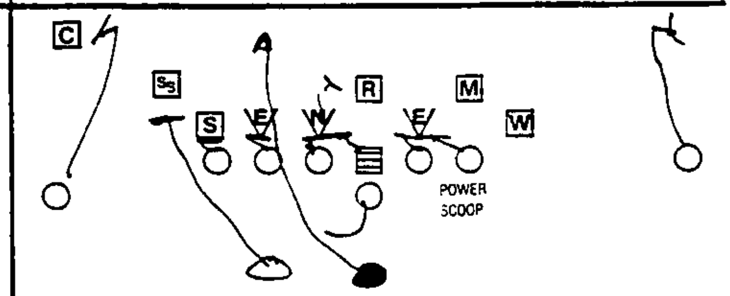

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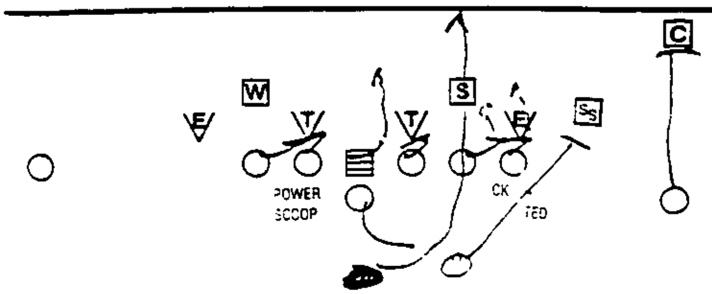

UNDER 40L



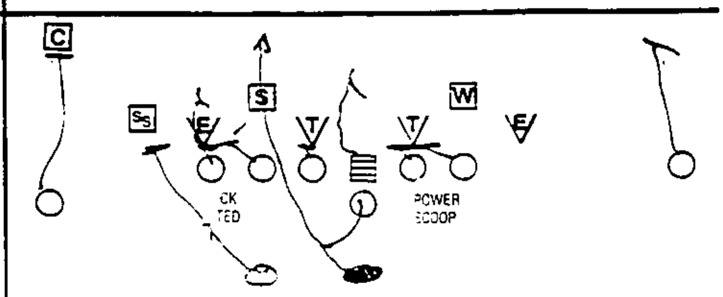

OVER WIDE




ORANGE STRONG

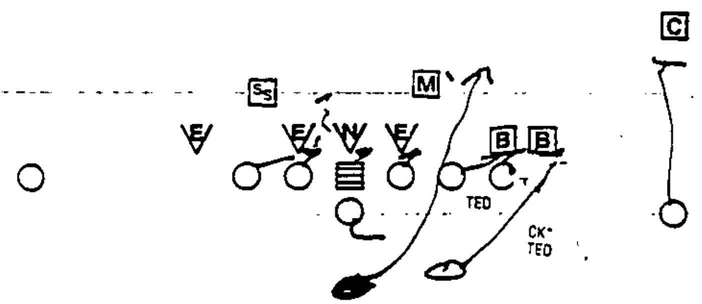



PIRATE

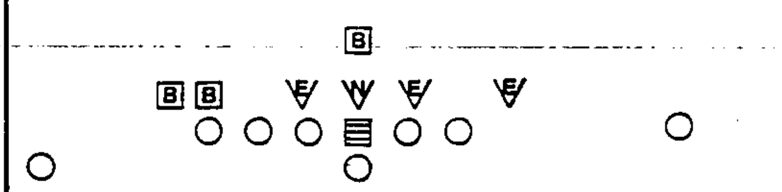



PIRATE

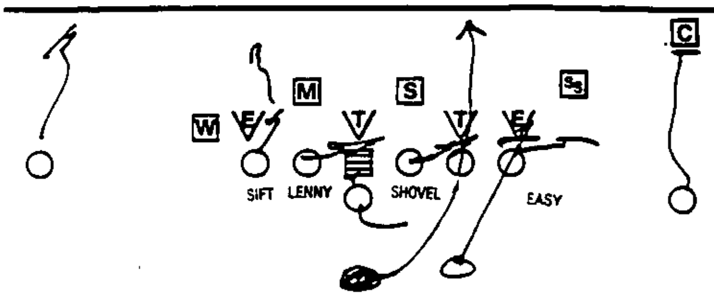
# 68/69 BOB EASY



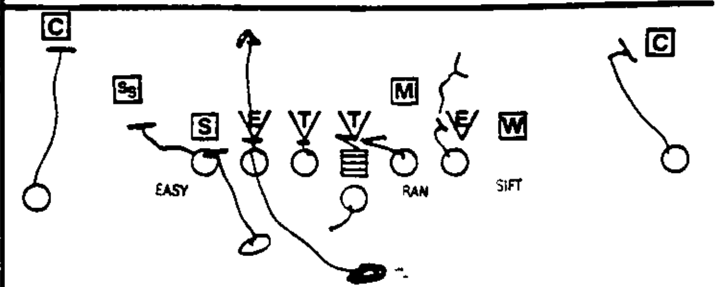

RAIDER



RAIDER




OVER LOU




OVER 50

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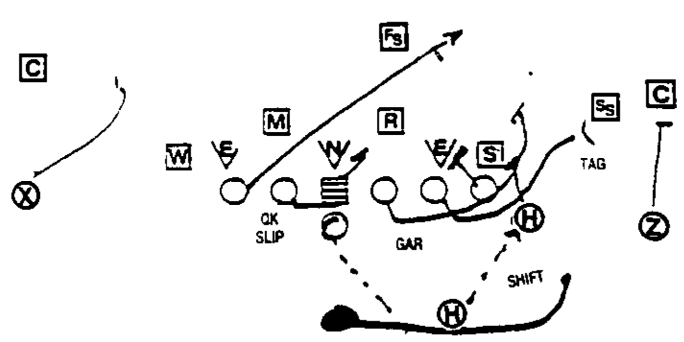
NOTES



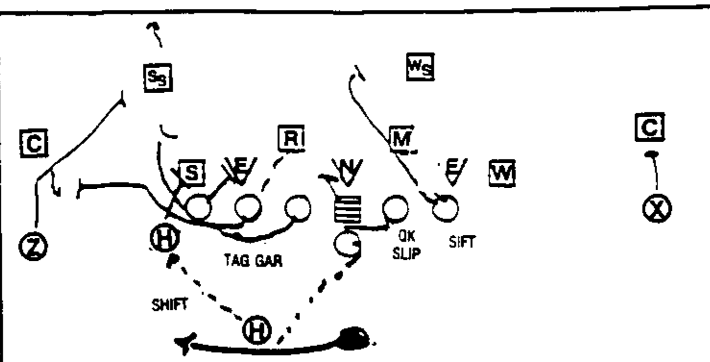
REMARKS

REMARKS

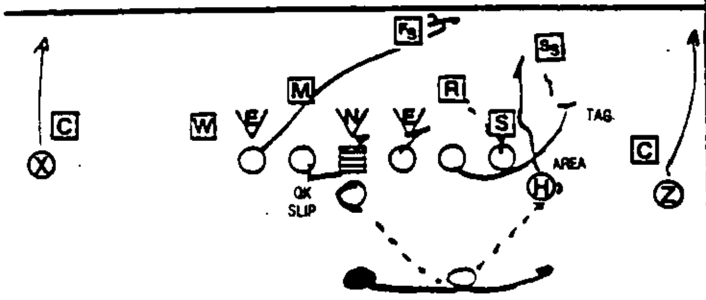
# FLIP 68/69 BOB TAG TRIPS



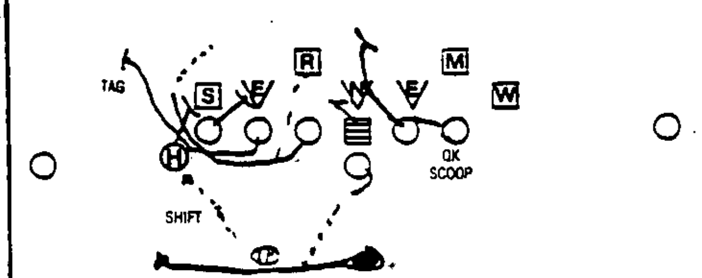

ORANGE



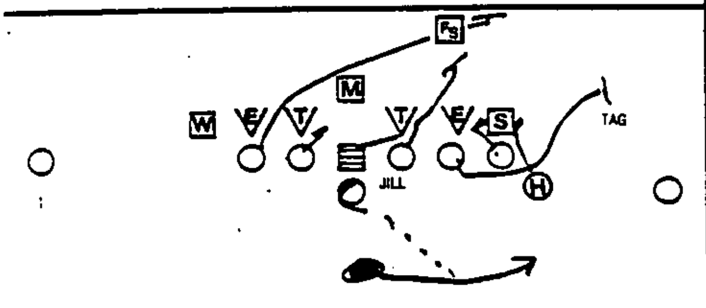

ORANGE



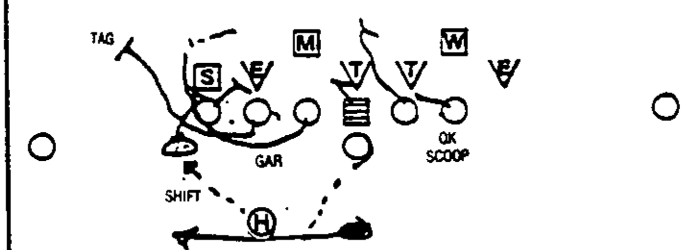

ORANGE OVER WIDE



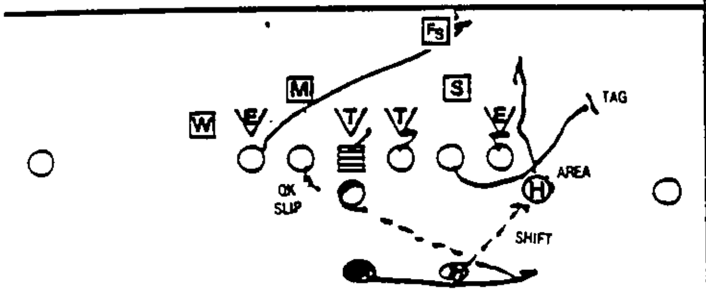

ORANGE UNDER L



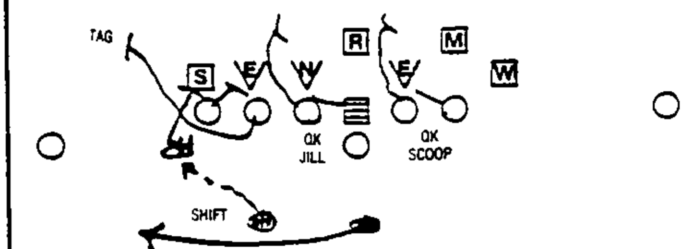

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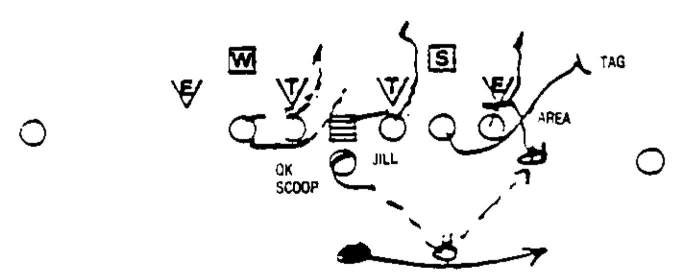

UNDER 40L



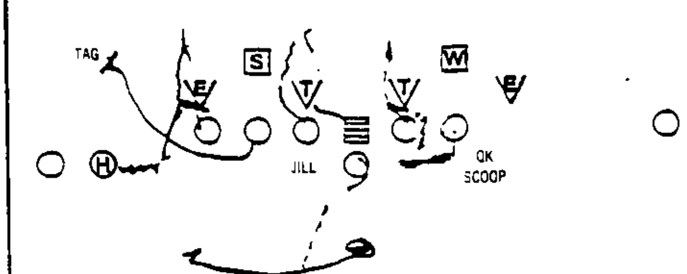

OVER WIDE




ORANGE STRONG

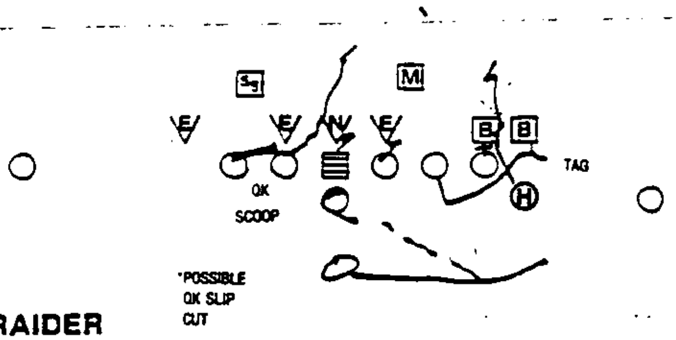



PIRATE

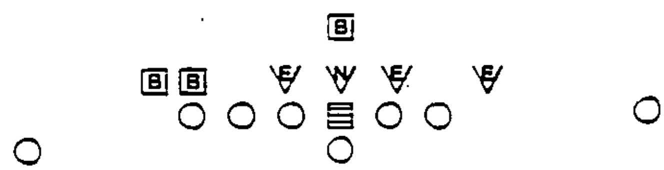



PIRATE

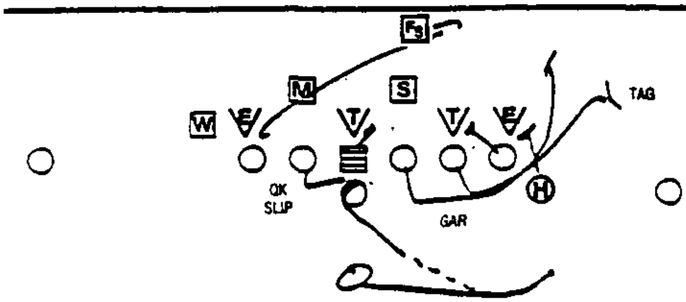
# FLIP 68/69 BOB TAG



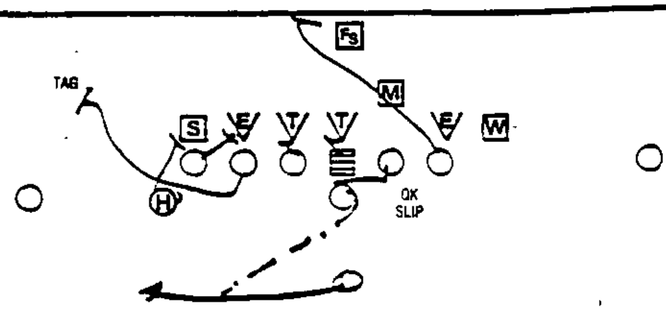

RAIDER



RAIDER

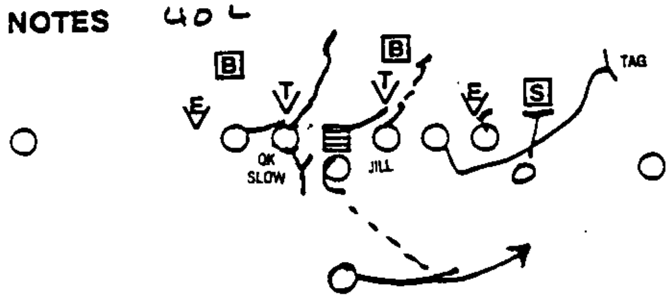



OVER LOU




OVER 50

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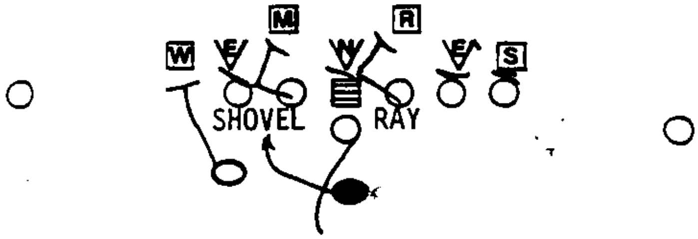
NOTES



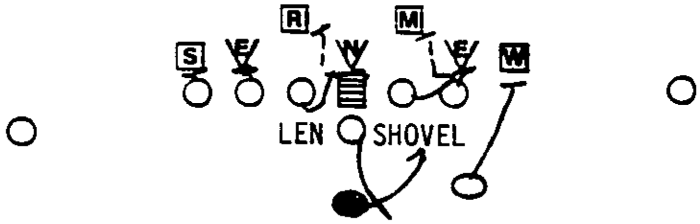
REMARKS

REMARKS

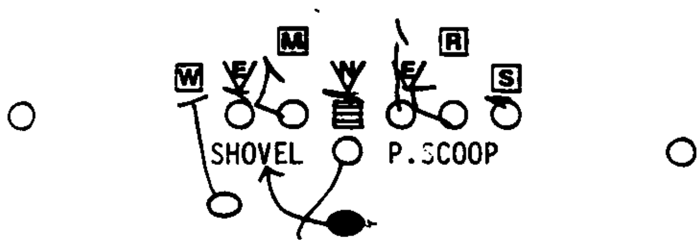
PLAY 69/68 BOOM FORMATIONS



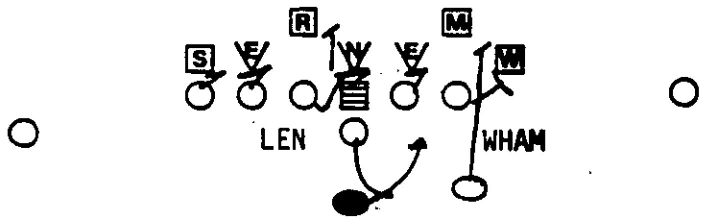

ORANGE



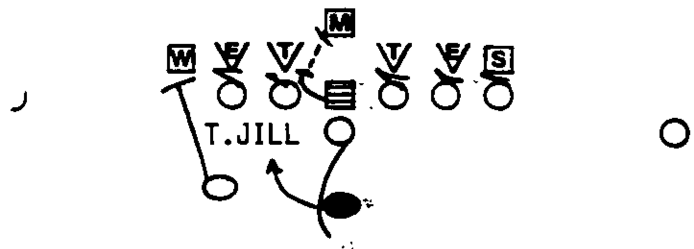

ORANGE



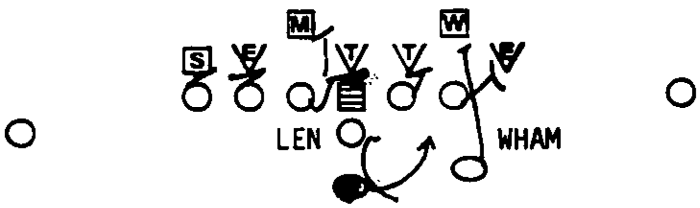

ORANGE OVER WIDE



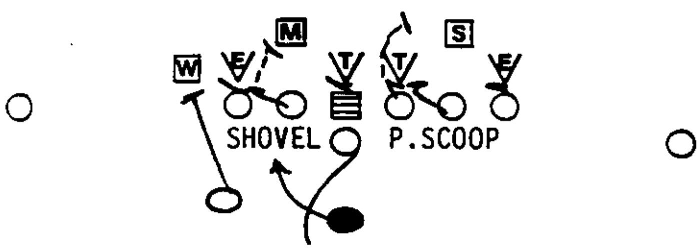

ORANGE UNDER L



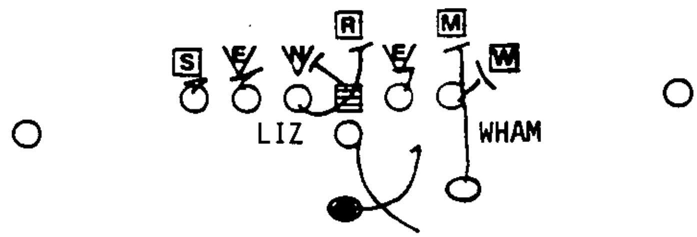

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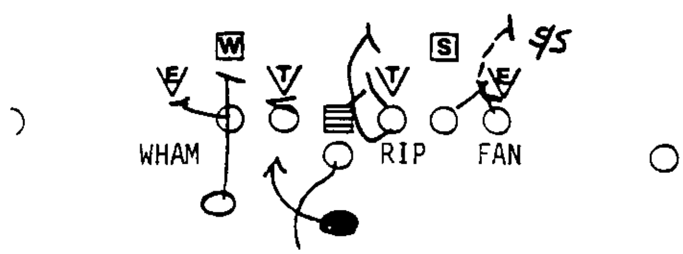

UNDER 40L



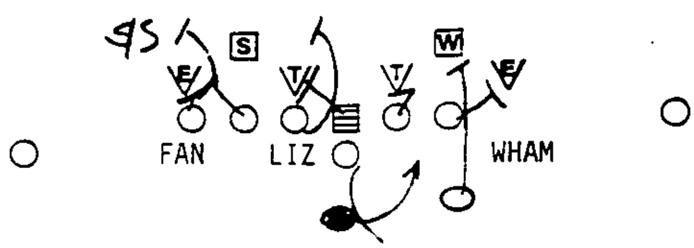

OVER WIDE




ORANGE STRONG

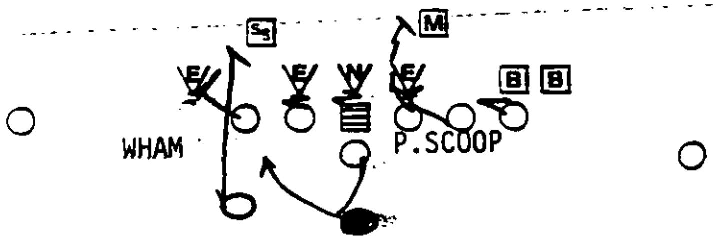


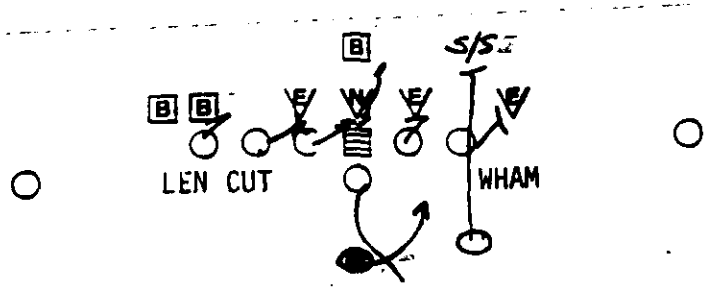

PIRATE




PIRATE

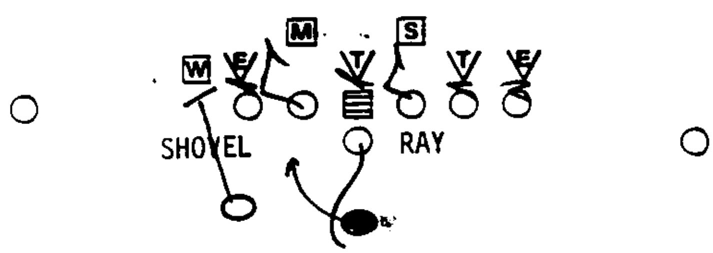
PLAY 69/68 BOOM FORMATIONS

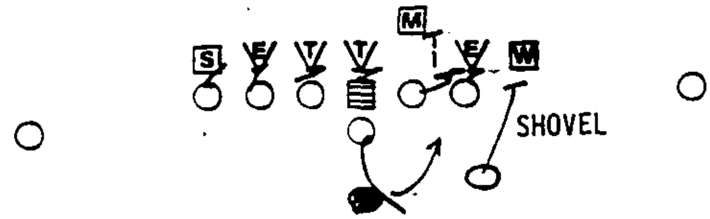



**RAIDER**

**RAIDER**



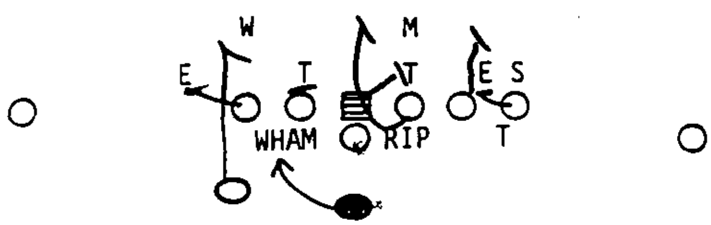



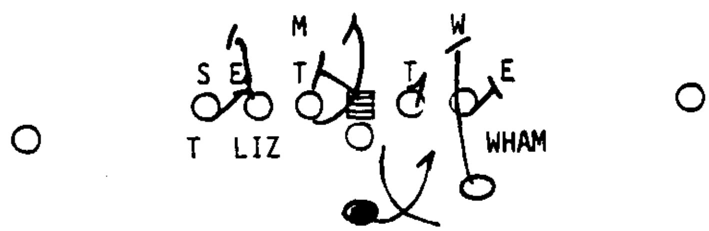

**OVER LOU**

**OVER 50**

**NOTES**

**NOTES**




40-L

40-L

**NOTES**

**NOTES**



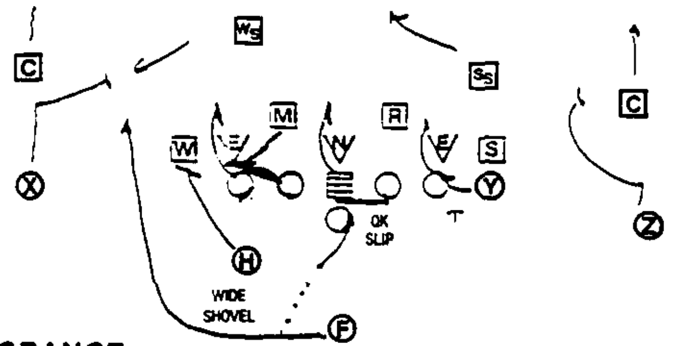


**REMARKS**

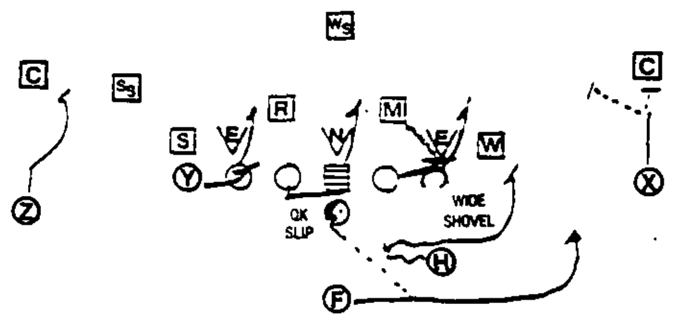
**REMARKS**

## FLIP 69/68 L

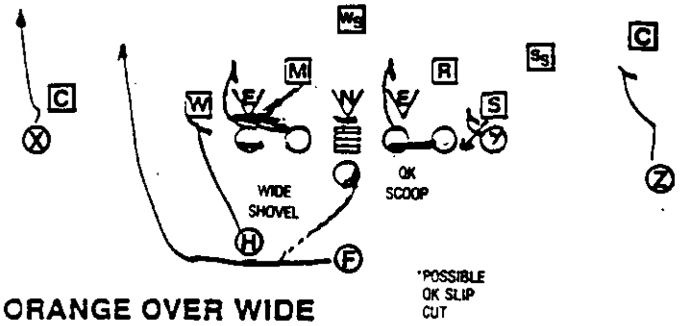
## FAR/FAR I/WING



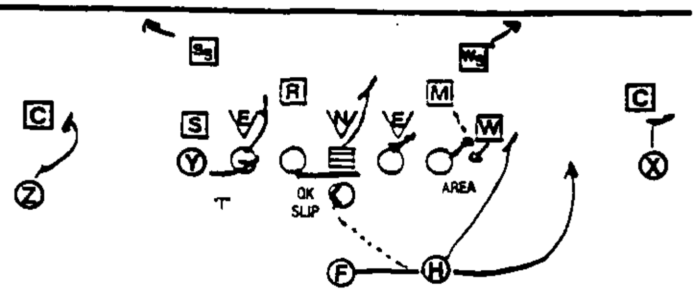

ORANGE



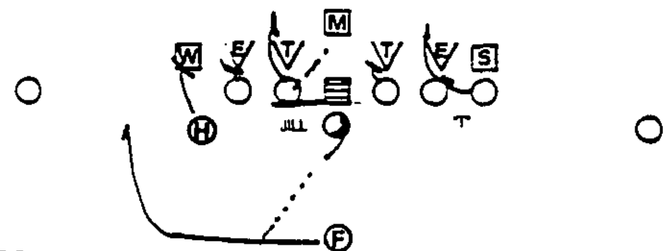

ORANGE



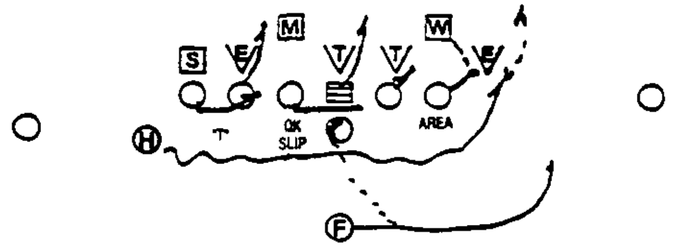

ORANGE OVER WIDE



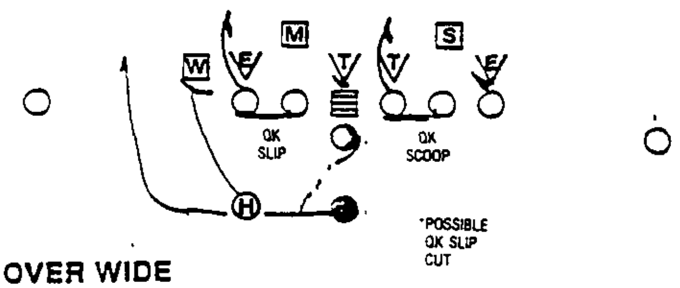

ORANGE UNDER L



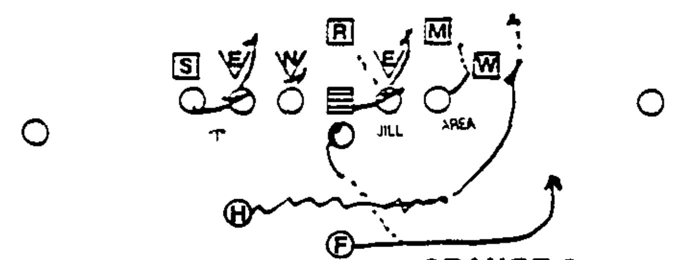

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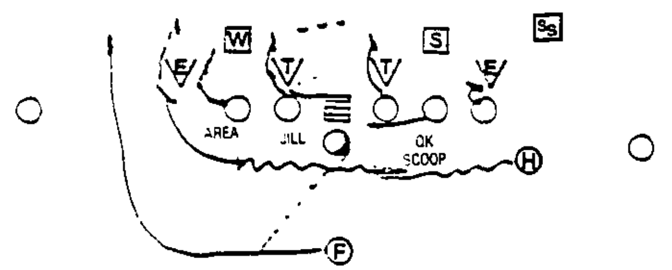

UNDER 40L



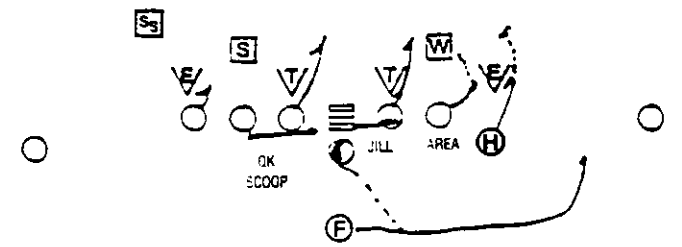

OVER WIDE




ORANGE STRONG

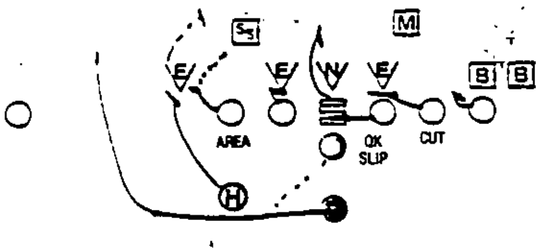



PIRATE

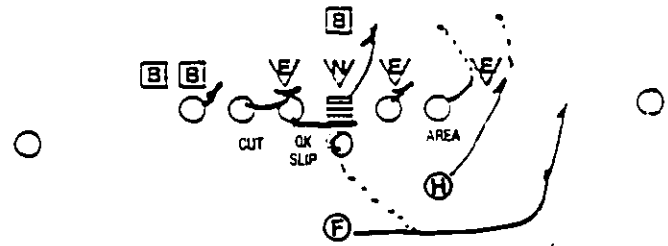



PIRATE

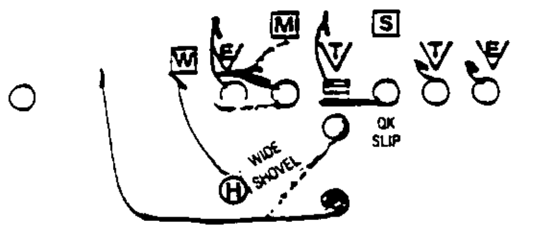
## FLIP 69/68 L



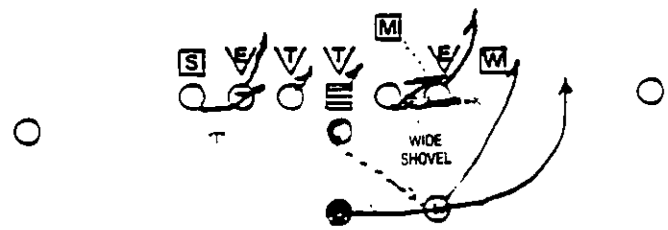

RAIDER




RAIDER

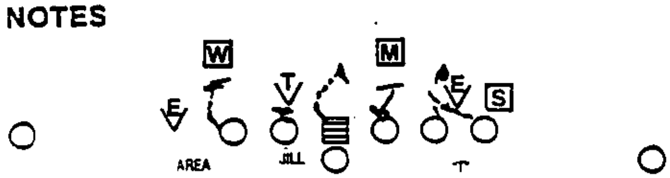



OVER LOU

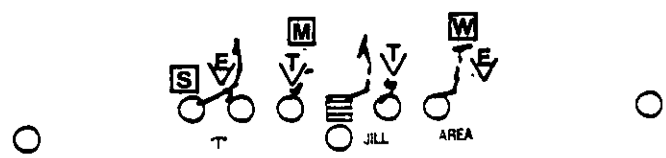



OVER 50

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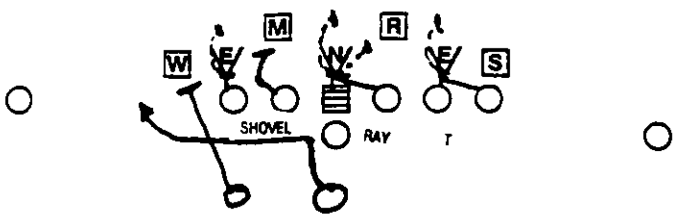
NOTES



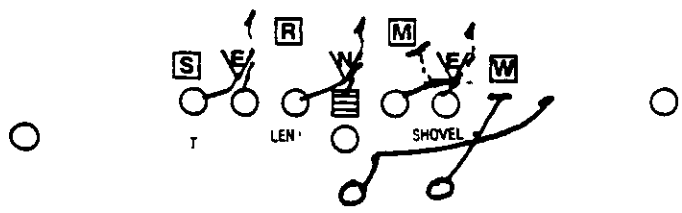
REMARKS

REMARKS

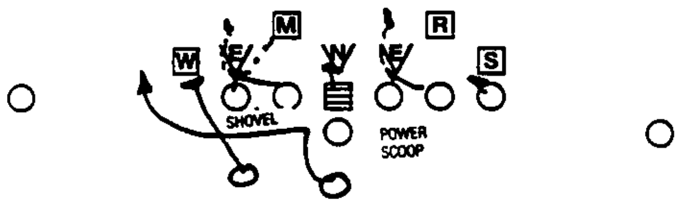
# HAND OFF 69/68 BOOM



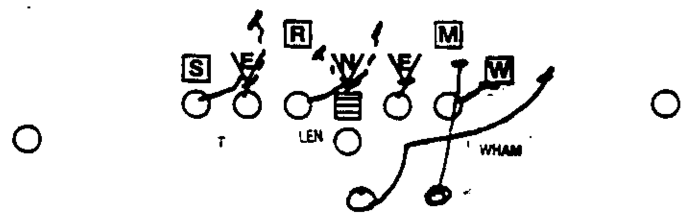

ORANGE



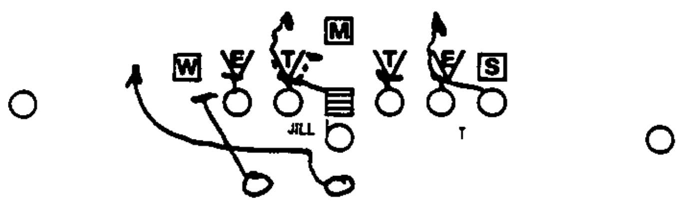

ORANGE



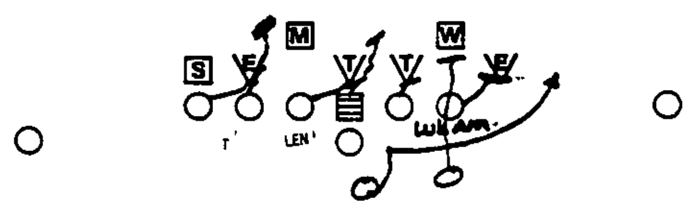

ORANGE OVER WIDE



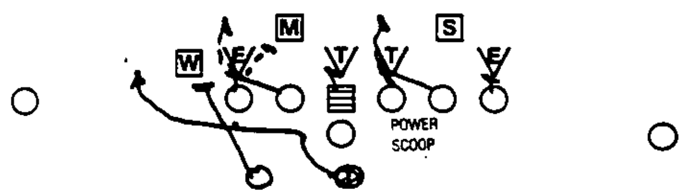

ORANGE UNDER L



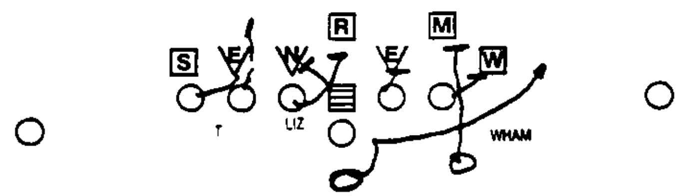

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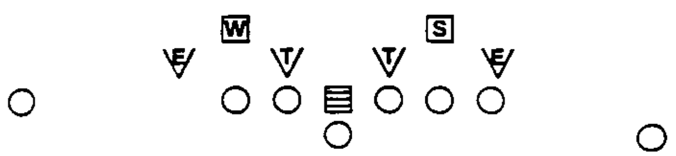

UNDER 40L



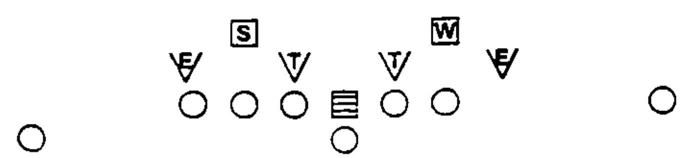

OVER WIDE




ORANGE STRONG

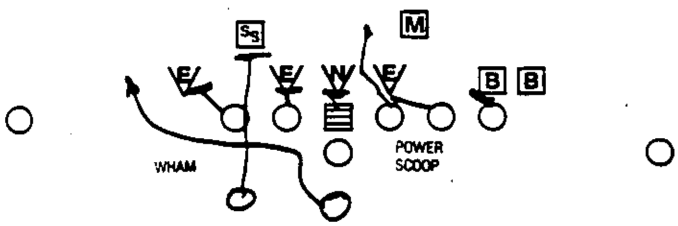


PIRATE

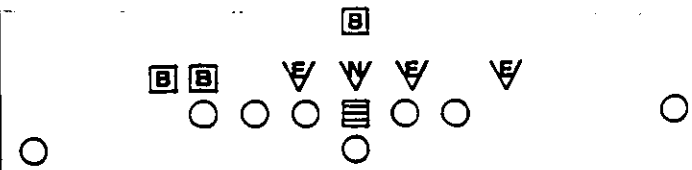


PIRATE

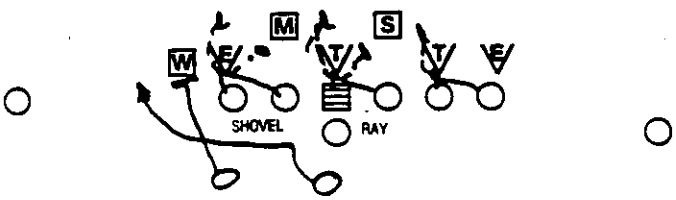
# HANDOFF 69/68 BOOM



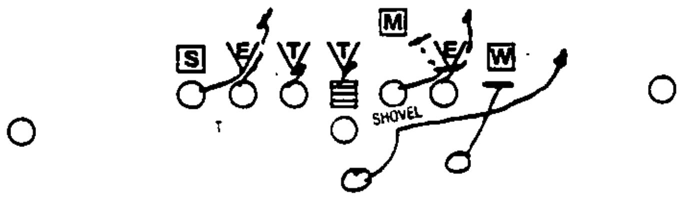

**RAIDER**



**RAIDER**




**OVER LOU**




**OVER 50**

**NOTES**



**NOTES**



**NOTES**



**NOTES**

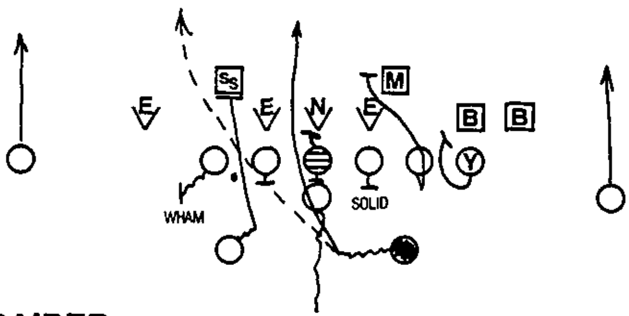


**REMARKS**

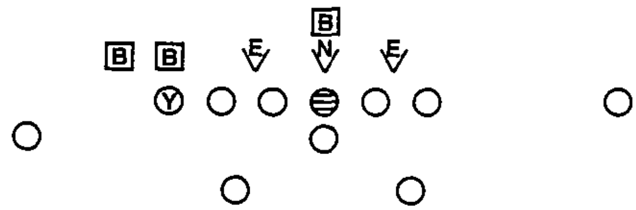
**REMARKS**

# RAIDER RUNS

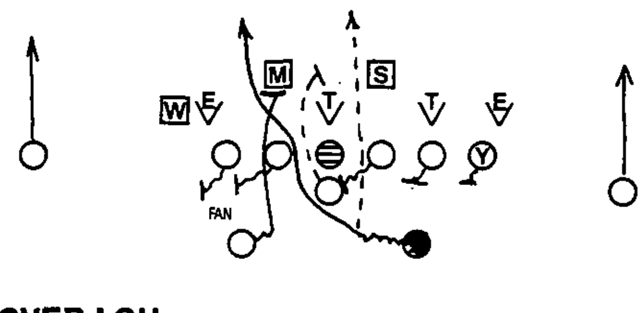
F/H DRAW
14/15 FAN
15/14L
16/17 BOB TREY O
CTR 17/16 OT
58/59 YLD
CTR 66/67 OT
FLIP 69/68 L
69/68 BOOM



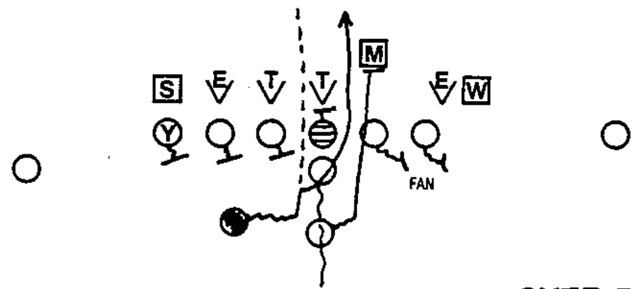

RAIDER



RAIDER

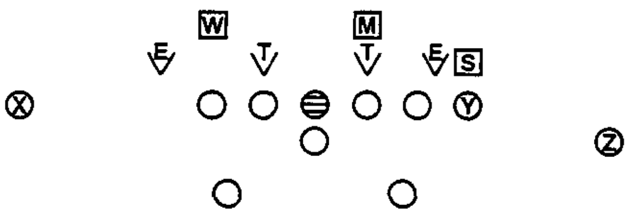



OVER LOU




OVER 50

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40 L

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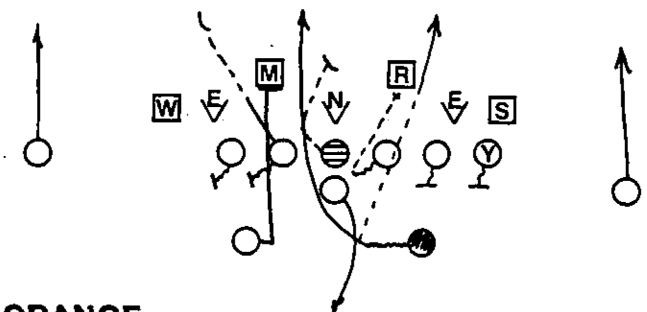




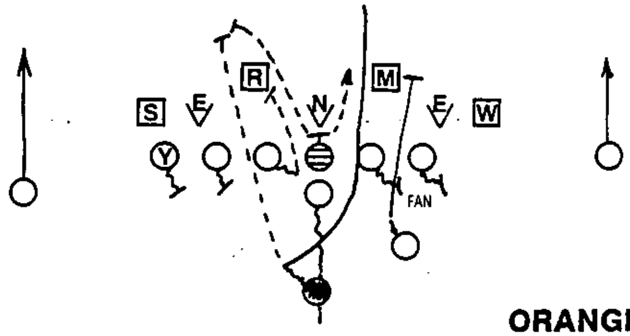
REMARKS

REMARKS

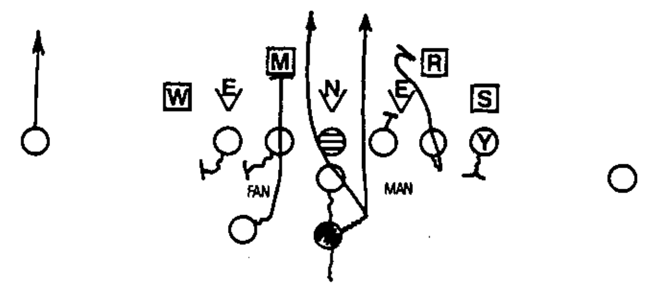
# F/H DRAW 3/2



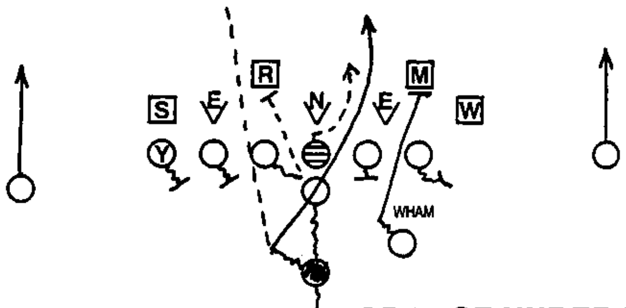
**ORANGE**



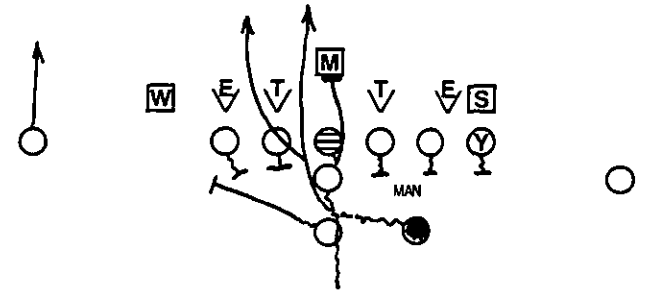

**ORANGE**



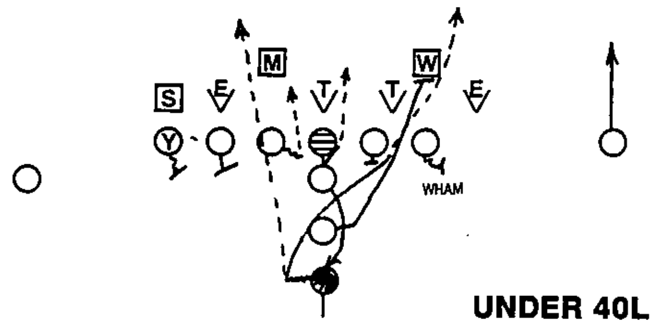

**ORANGE OVER WIDE**



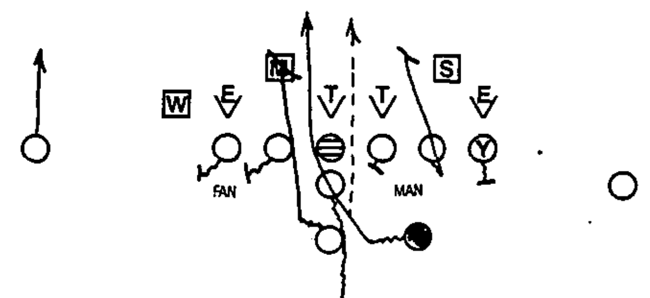

**ORANGE UNDER L**



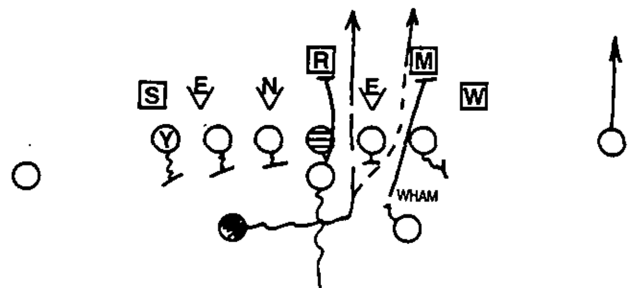

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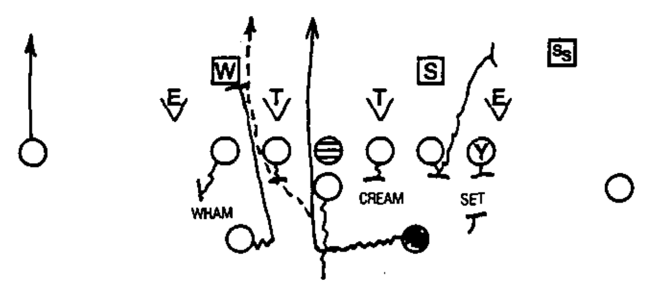

**UNDER 40L**



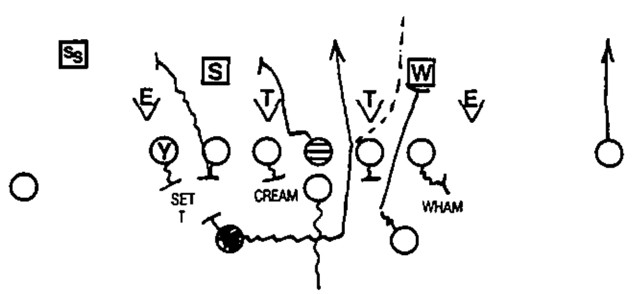

**OVER WIDE**




**ORANGE STRONG**

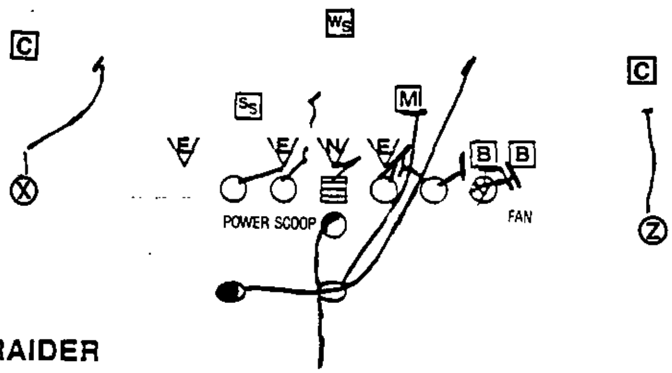



**PIRATE**

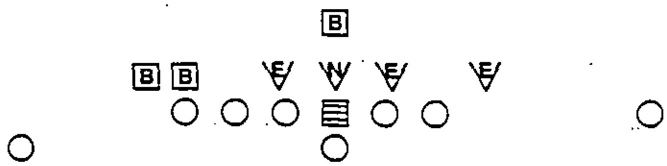



**PIRATE**

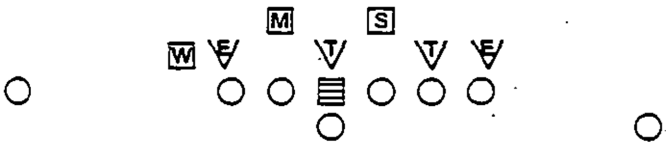
# 14/15 FAN



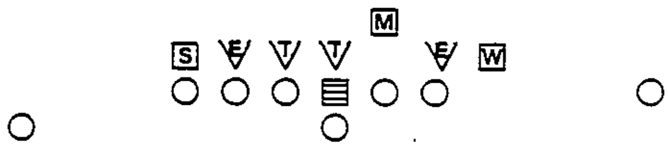

**RAIDER**




**RAIDER**




**OVER LOU**




**OVER 50**

**NOTES**



**NOTES**



**NOTES**

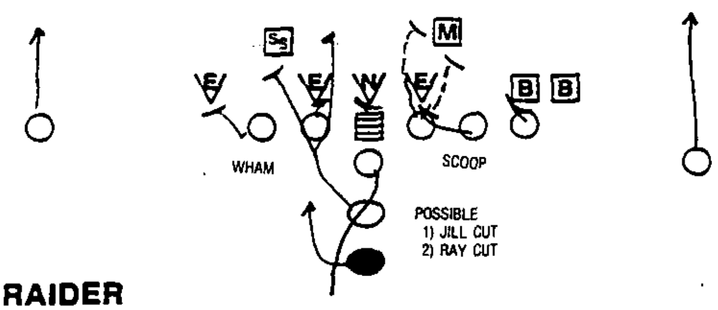


**NOTES**

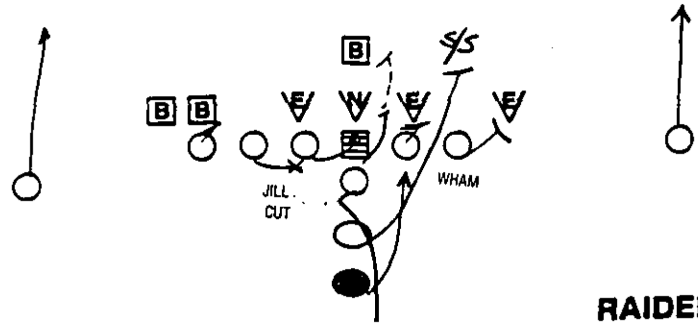


**REMARKS**

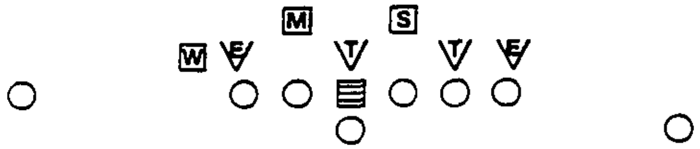
**REMARKS**



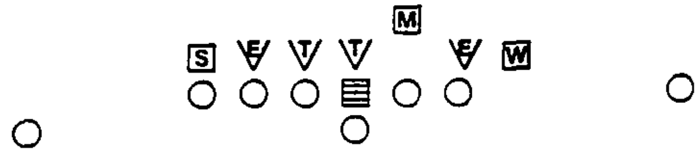

**RAIDER**




**RAIDER**

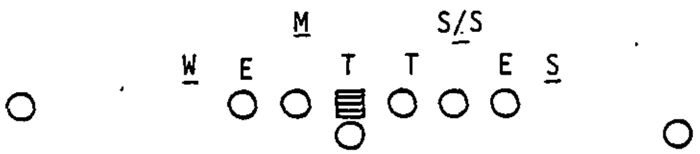


**OVER LOU**



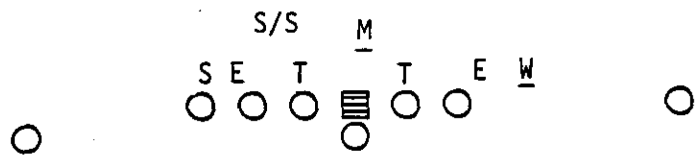
**OVER 50**

**NOTES**



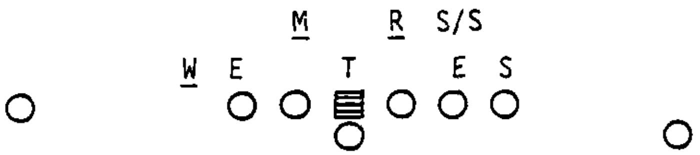

OVER "8"

**NOTES**



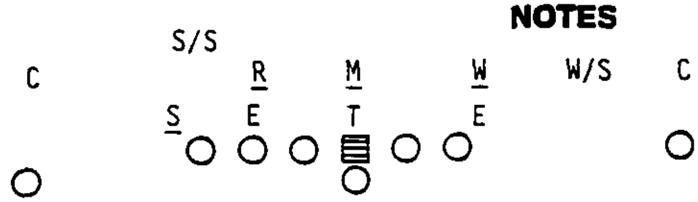

30-"8"

**NOTES**




ORANGE "8"

**NOTES**

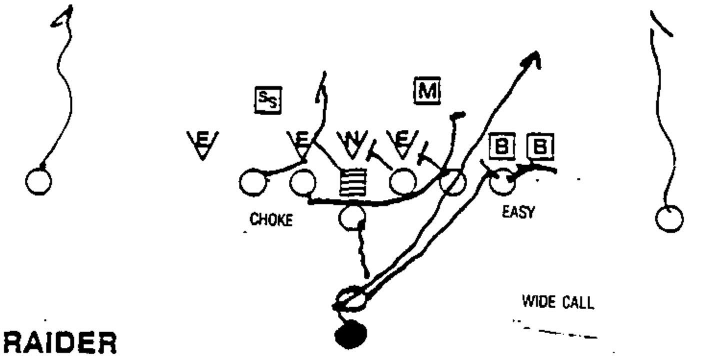



ORANGE STACK "8"

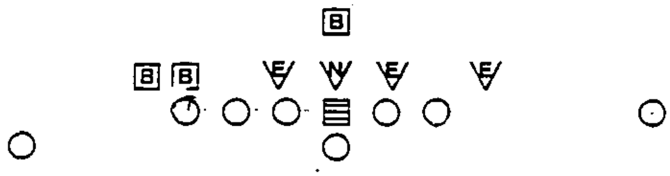
**REMARKS**

**REMARKS**

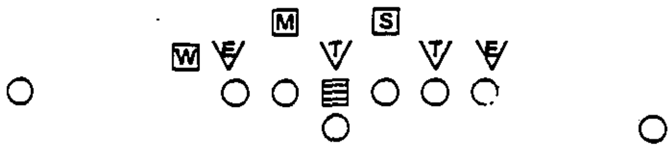
# 16/17 BOB TREY O



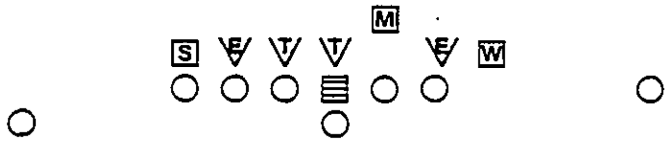

**RAIDER**



**RAIDER**



**OVER LOU**



**OVER 50**

**NOTES**



**NOTES**



**NOTES**



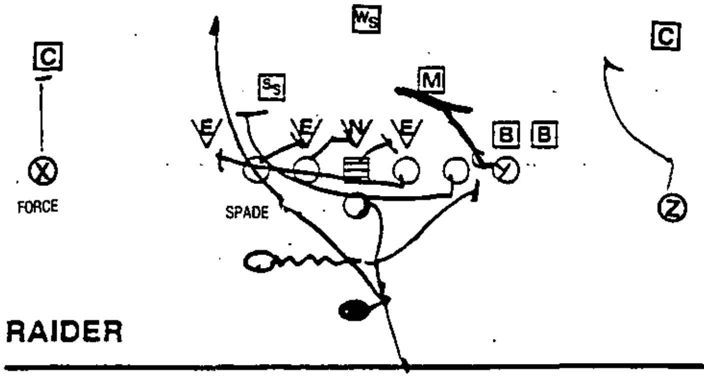
**NOTES**



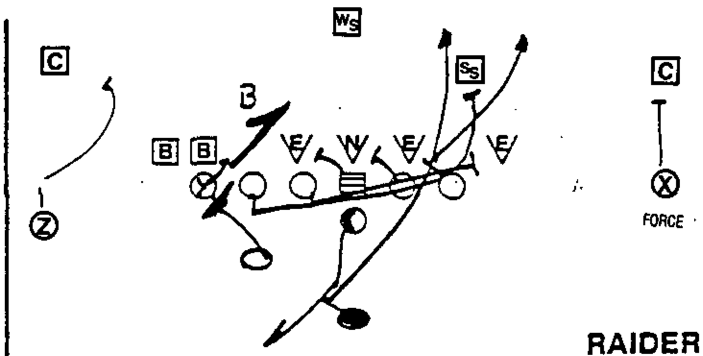
**REMARKS**

**REMARKS**

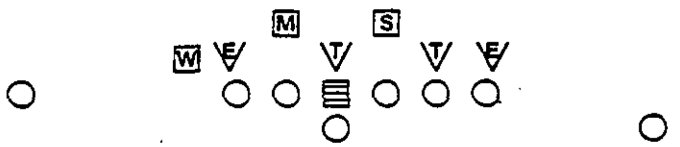
## CTR 17/16 OT  67/66 OT



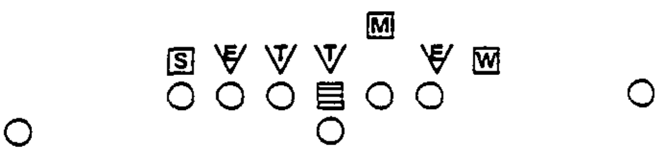

RAIDER




RAIDER



OVER LOU



OVER 50

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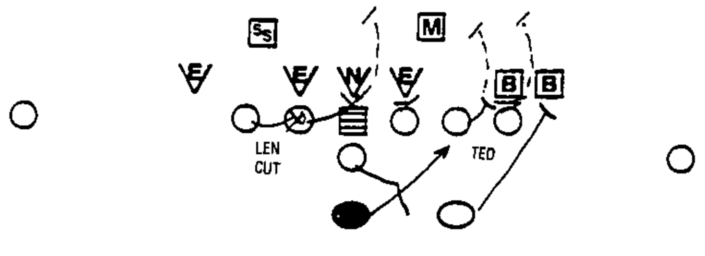


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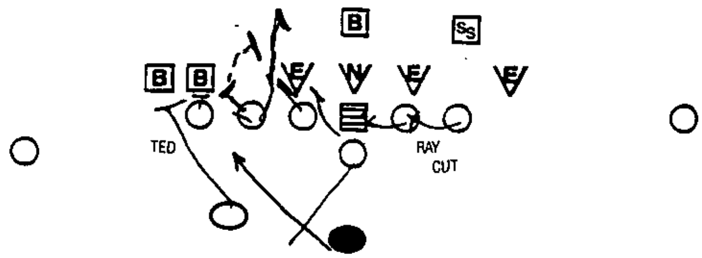


REMARKS

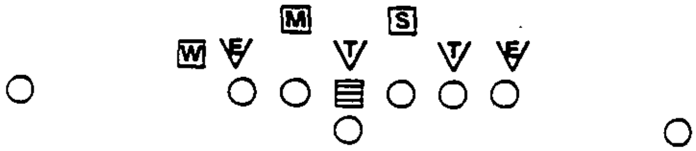
REMARKS



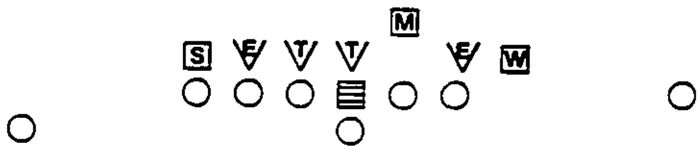

**RAIDER**




**RAIDER**

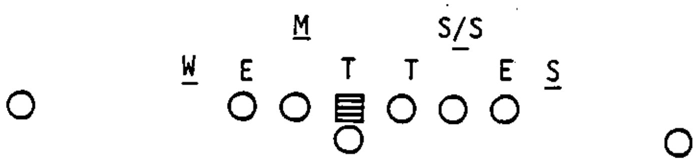



**OVER LOU**



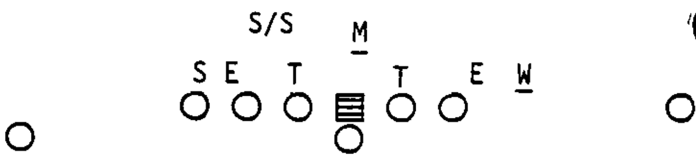

**OVER 50**

**NOTES**



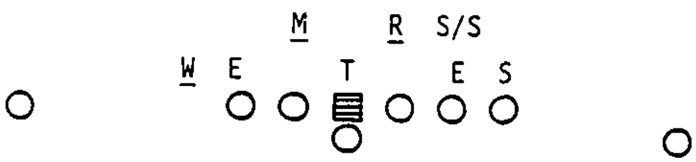

OVER "8"

**NOTES**



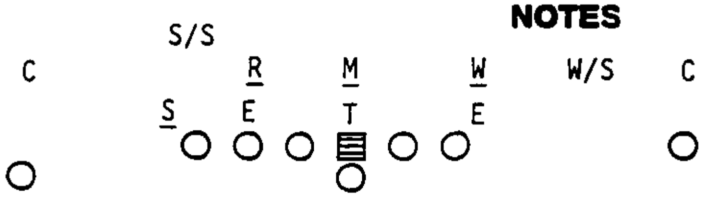

30-"8"

**NOTES**




ORANGE "8"

**NOTES**

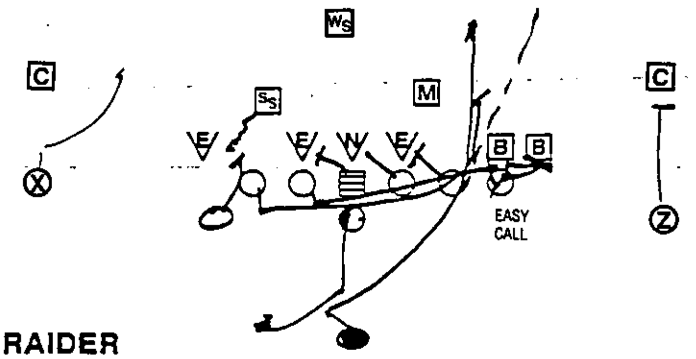



ORANGE STACK "8"

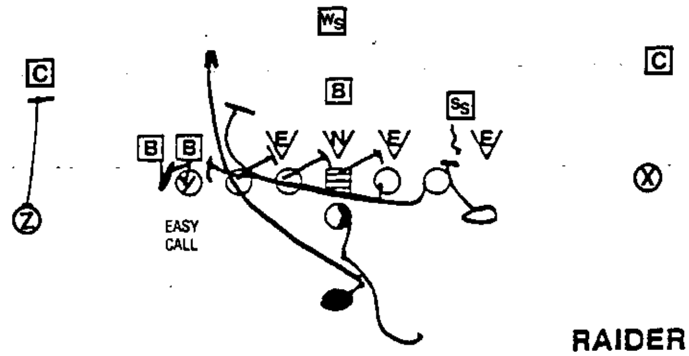
**REMARKS**

**REMARKS**

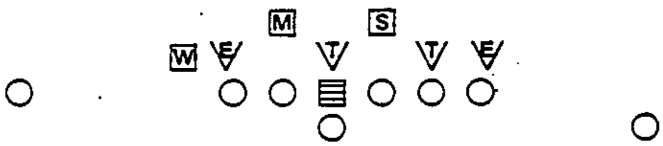
# CTR 66/67 OT



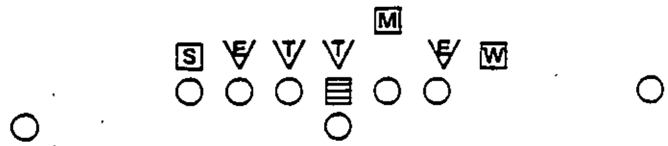

RAIDER




RAIDER



OVER LOU



OVER 50

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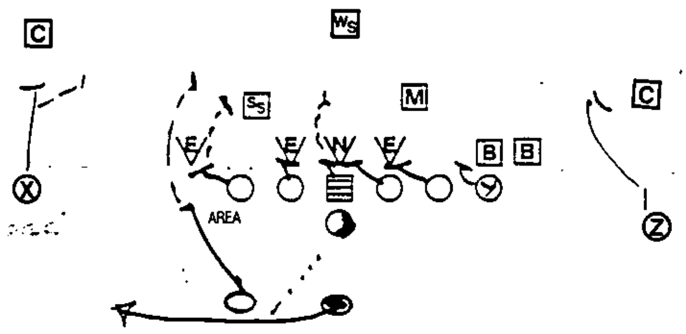


REMARKS

REMARKS

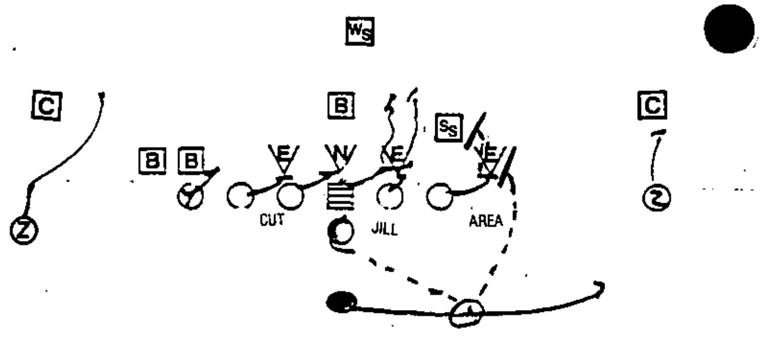
## FLIP 19/18L

## FLIP 69/68L



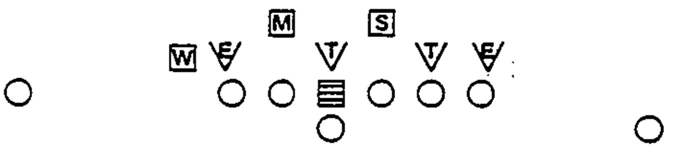

**RAIDER**

FLIP 19

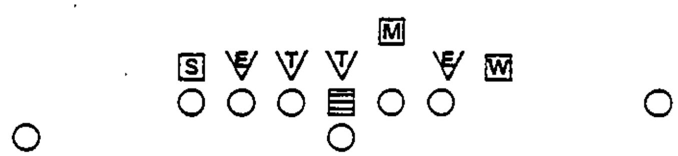



FLIP 68 L

**RAIDER**




**OVER LOU**




**OVER 50**

**NOTES**



**NOTES**



**NOTES**



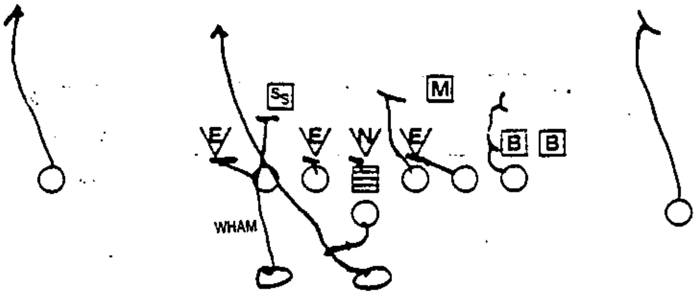
**NOTES**



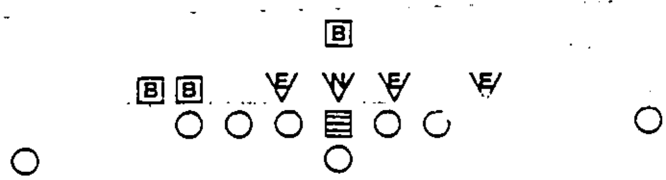
**REMARKS**

**REMARKS**

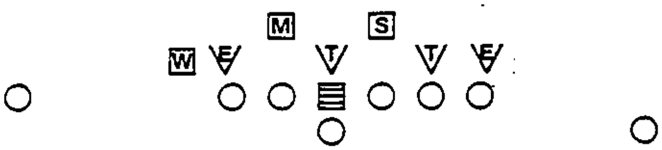
# 69/68 BOOM



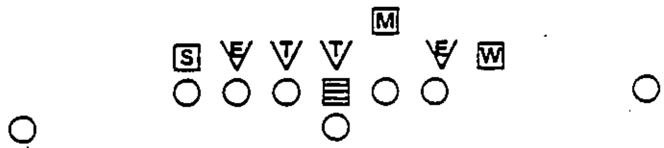

RAIDER



RAIDER



OVER LOU



OVER 50

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REMARKS

REMARKS

RAIDER PASSES

THE LOS ANGELES RAIDERS

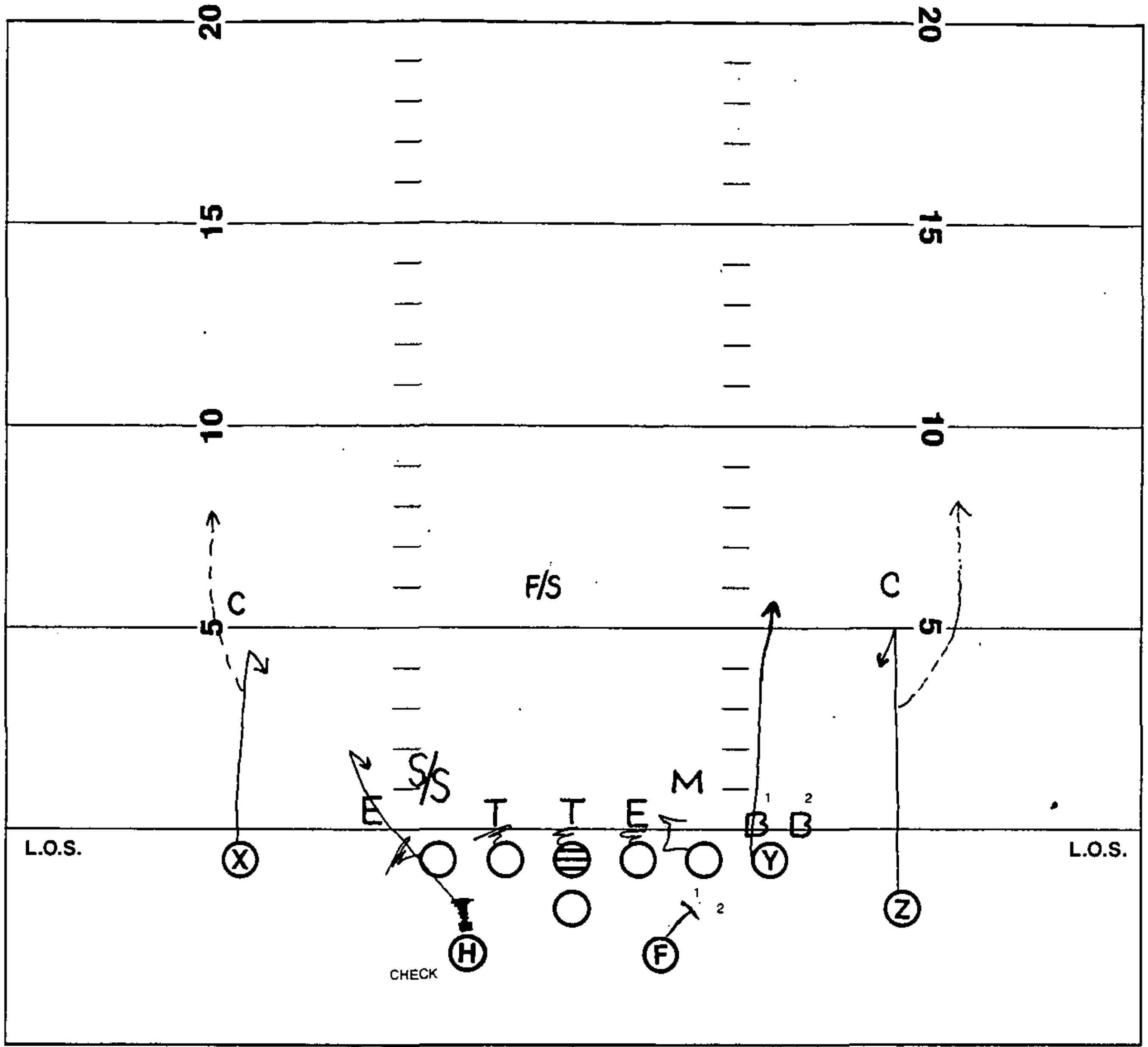
# RAIDER PASSES

090 SIT
212 SHOOT
333 SPOKE
414 H FLAT

PLAY ACTION

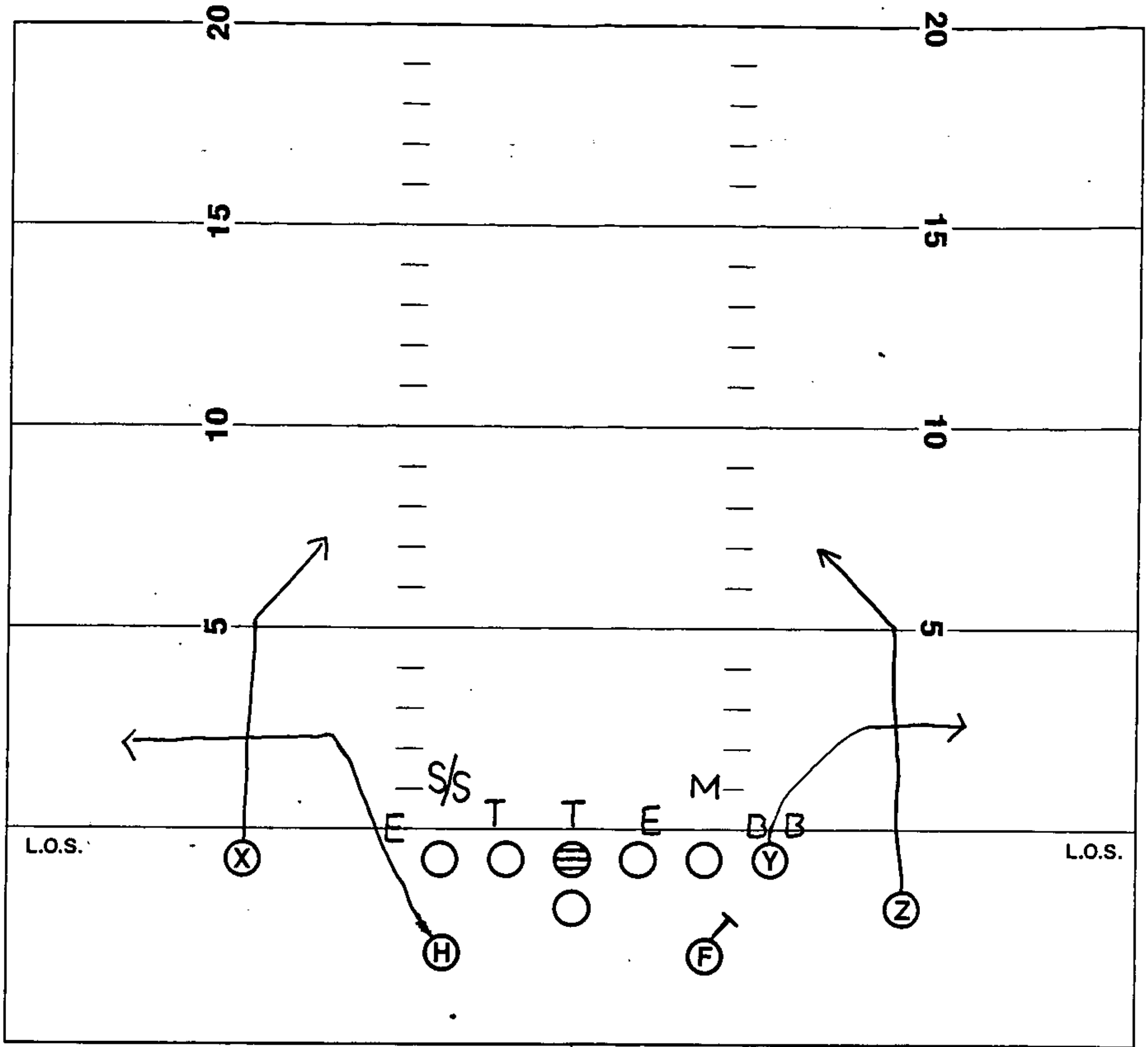
K-LEE/RAM BOUNCE 6Ø9
K-LEE/RAM Ø82 Y-BOUNCE
NAKED LT/RT CTR 16/17 O.T. X RUB (EAST X OPO)
NAKED RT/LT CTR 17/16 O.T. Y-RUB

# 090 SIT




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| QB- Always call a protection to go with the pass called so the offensive line can set at the proper depth. | X & Z- Run 9 Route vs. Bump Cover. |
| HB- Check man in Backer location. Backer or Safety. Remember check, then release. | Y Run hot if both Backers come. |
| FB- Block First Backer over or outside the Tight End. Take the Inside Backer if both came. | |

# 212 SHOOT




## NOTES

QB- Always call a protection to go with the pass called so the offensive line can set at the proper depth.

HB- Check man in Backer location. Backer or Safety. Remember check, then release.

FB- Block First Backer over or outside the Tight End. Take the inside Backer if both came.

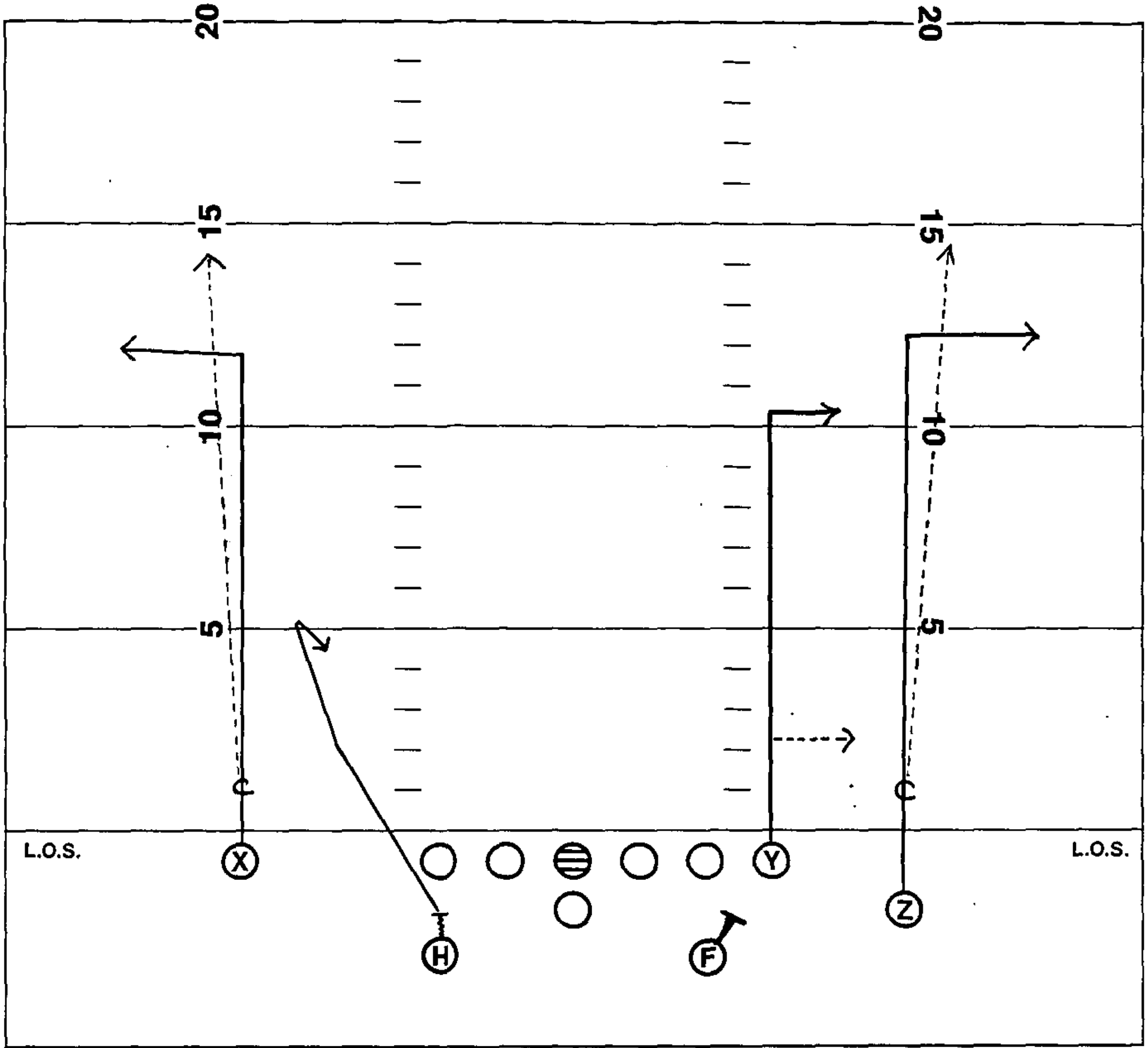
## ROUTE ADJUSTMENTS

X & Z- Run the route called.

vs. Bump Coverage, start out on a Fade Route, then at 4½ to 5 yards come back underneath.

Y- TE must run through the Backer over you. Again if two Backers come, you must look quick.

# 333 SPOKE




## NOTES

QB- Always call a protection to go with the pass called so the offensive line can set at the proper depth.

HB- Check man in Backer location. Backer or Safety. Remember check, then release.

FB- Block First Backer over or outside the Tight End. Take the inside Backer if both came.

## ROUTE ADJUSTMENTS

X & Z- Run 9 Route vs. Bump Coverage.

Y- Run hot if both Backers come.

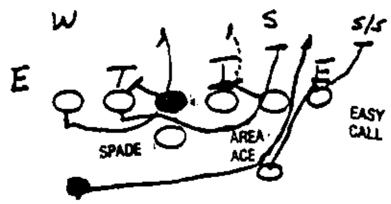
PIRATE RUNS

16/17 BOB TREY O
CTR 16/17 OT
15/14 L
18/19 BOB ODD O
FLIP 18/19 Y LEAD
19/18 BILL ODD O
F/H DRAW LT/RT

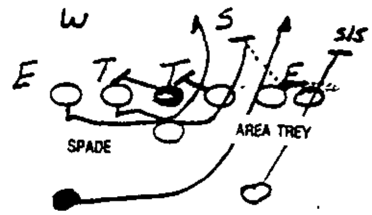
BEAR RUNS

B DRAW LT/RT
QB DRAW RT/LT
SPRINT DRAW SOLID RT/LT
COUNTER 16 O
COUNTER 17 O
33/32
COUNTER 66 OT
COUNTER 67 OT
68/69

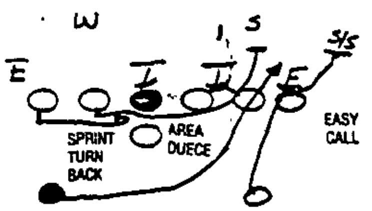
# 16/17 BOB TREY O



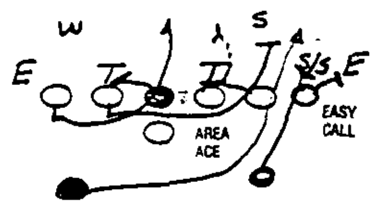

**PIRATE EVEN** *WIDE CALL



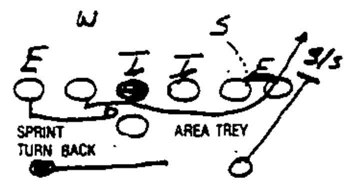

**PIRATE UNDER**



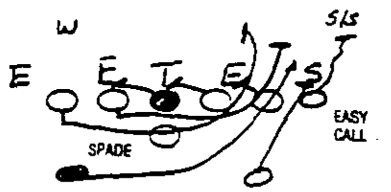

**PIRATE OVERWIDE** *WIDE CALL



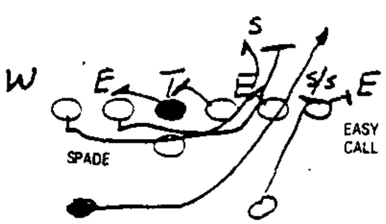

**PIRATE OVERWIDE OCY** *WIDE CALL




**PIRATE OVER**



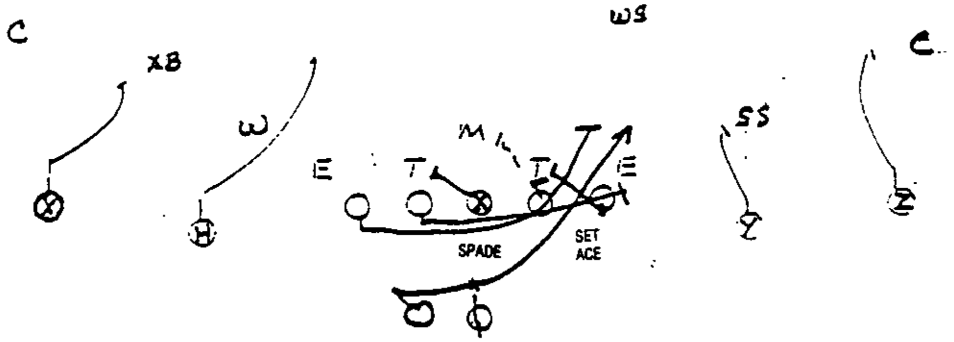

**PIRATE UNDER REDUCE** . *WIDE CALL




**PIRATE OVER REDUCE** *WIDE CALL

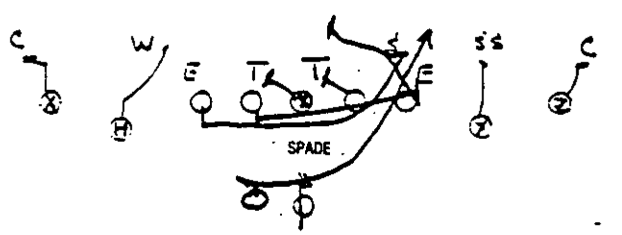


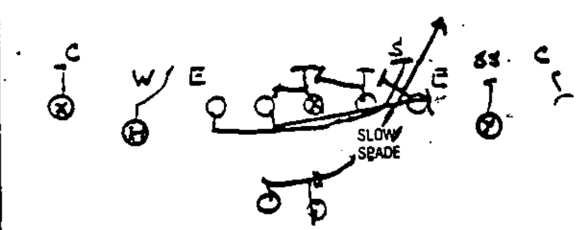
# CTR 16/17 OT



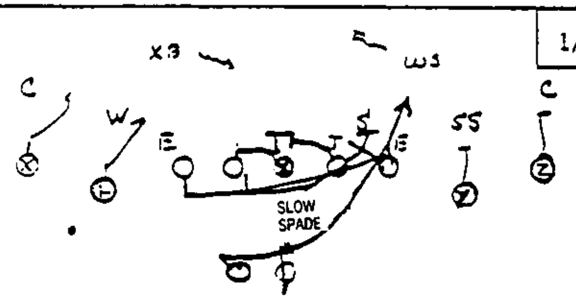

3/6

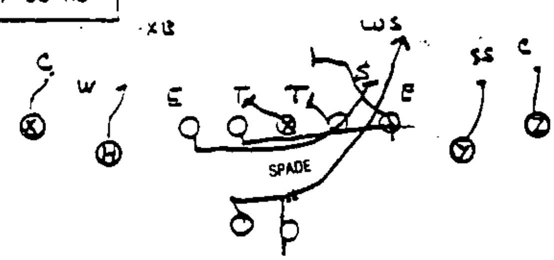
8 | 8 YALE



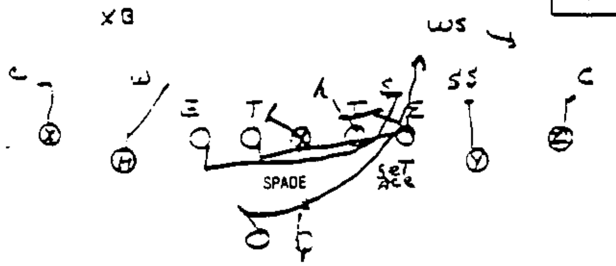



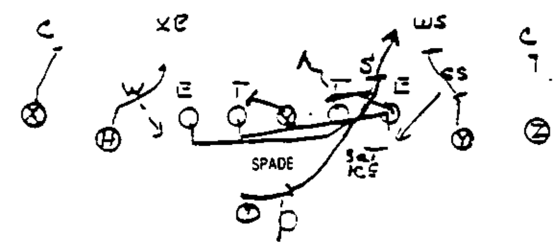

1/X8 | 4/7 DO HB

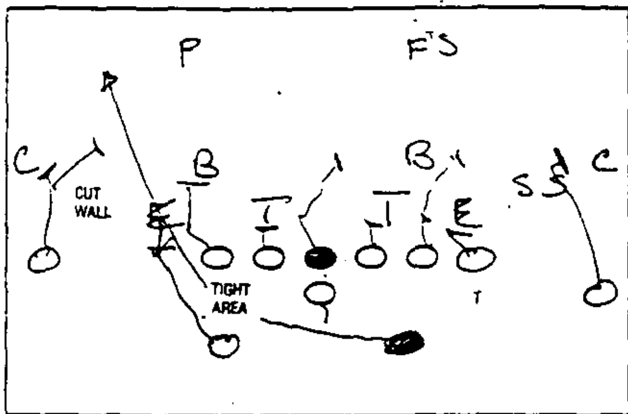


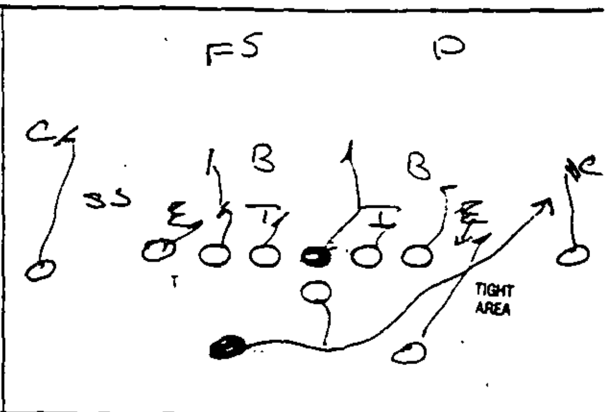



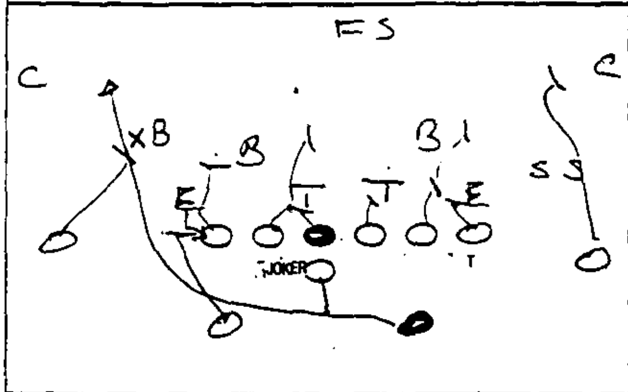

5/7 | HOT

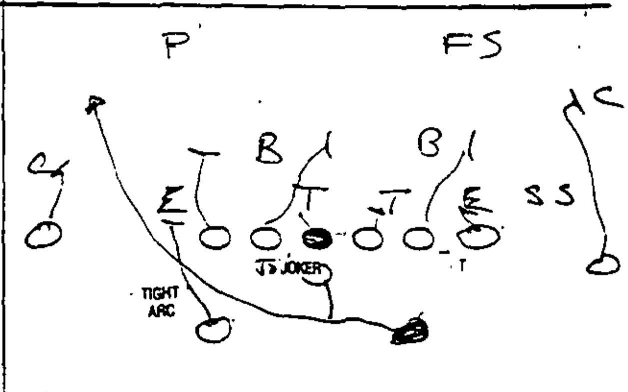


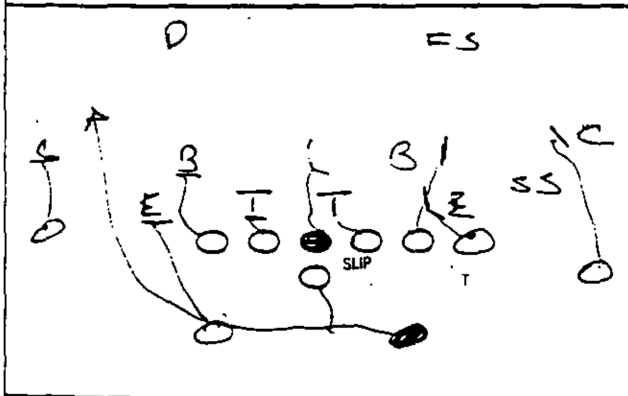



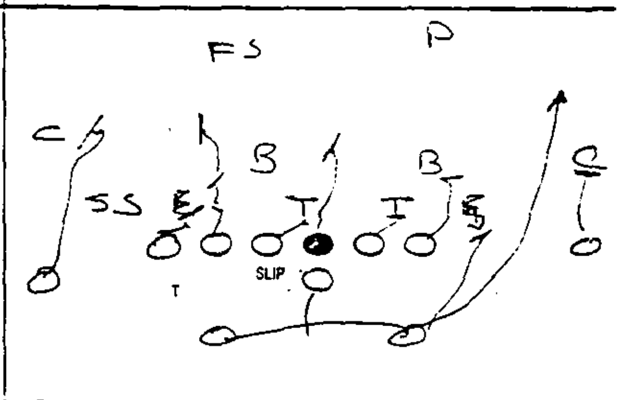

CUT
WALL
TIGHT
AREA
T

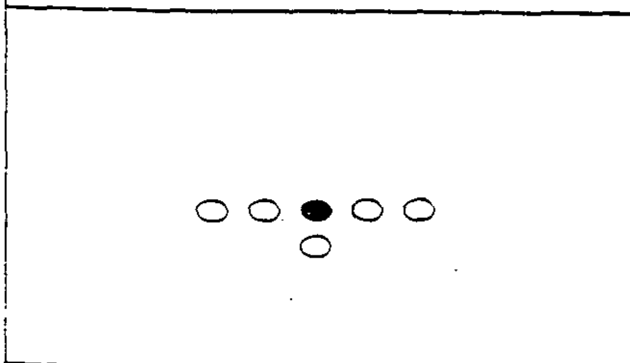

T
TIGHT
AREA

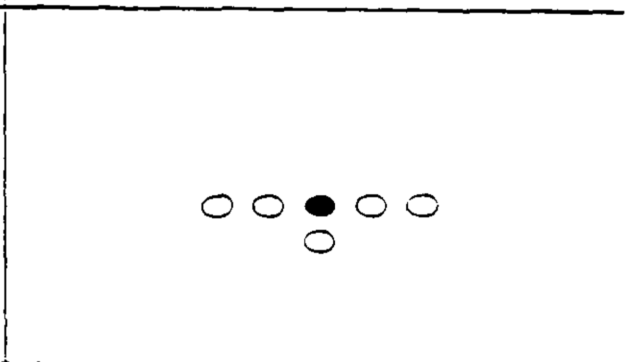

JOKER
T


JOKER
T
TIGHT
ARC

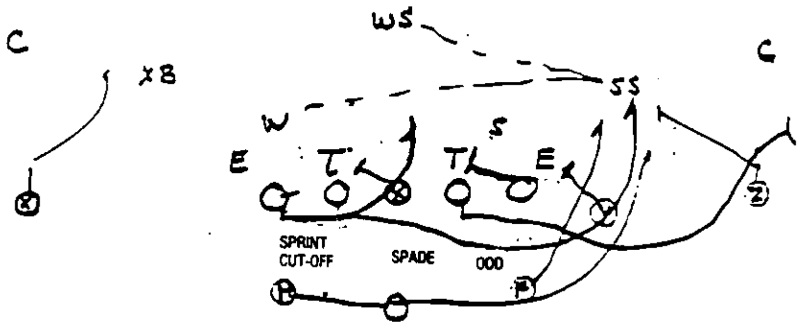

SLIP
T


SLIP
T



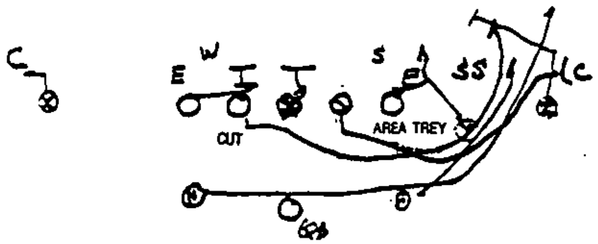


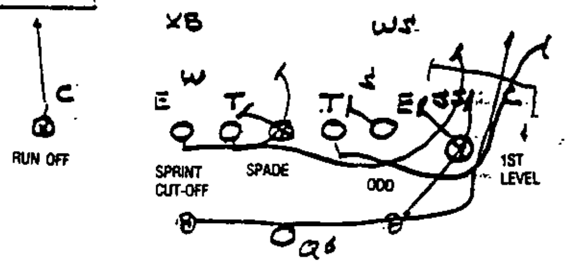
# 18/19 BOB ODD O



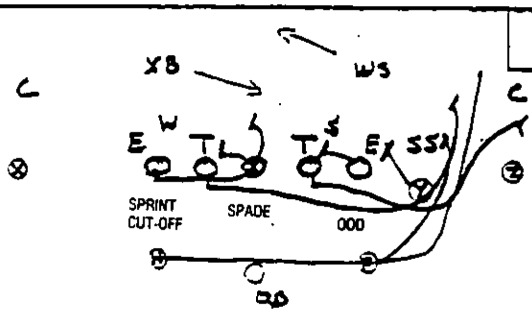

3/6

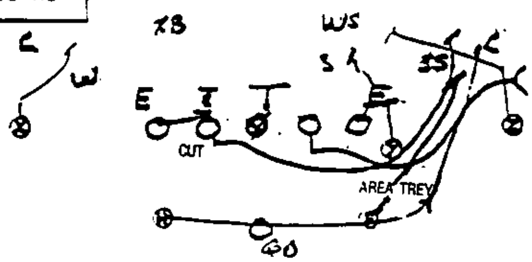
| 8 | 8 YALE |
|---|---|



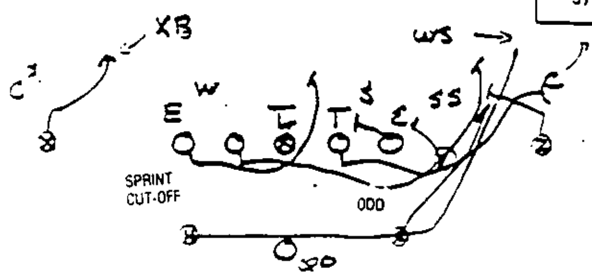



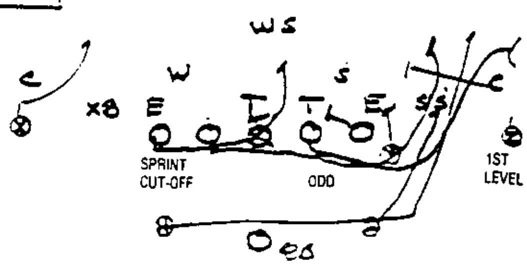

| 1/XB | 4/7 DO HB |
|---|---|



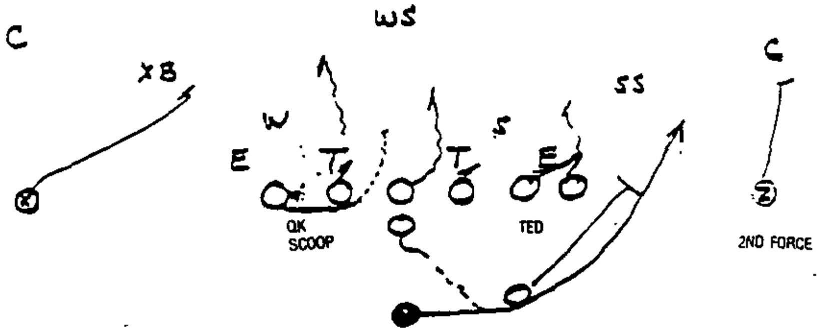




| 5/7 | BLITZ |
|---|---|



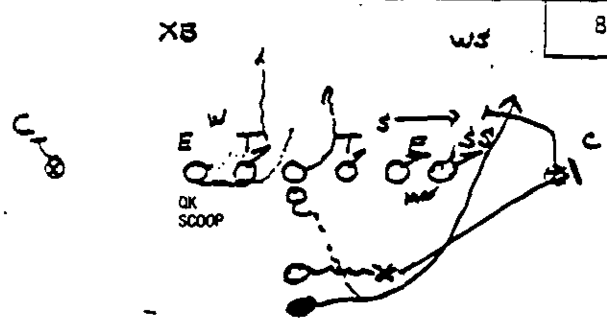



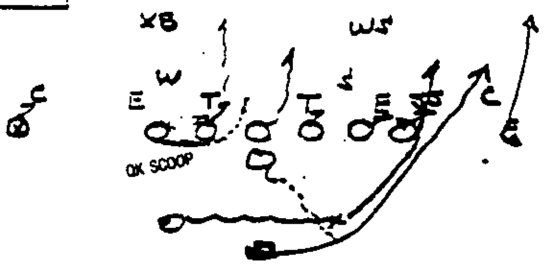
# FLIP 18/19 Y LD



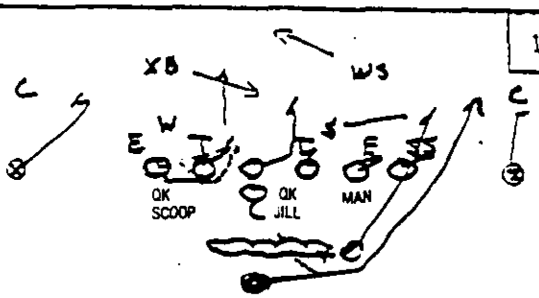

3/6

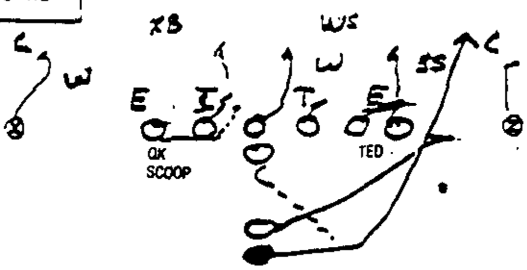
| 8 | 8 YALE |
|---|---|



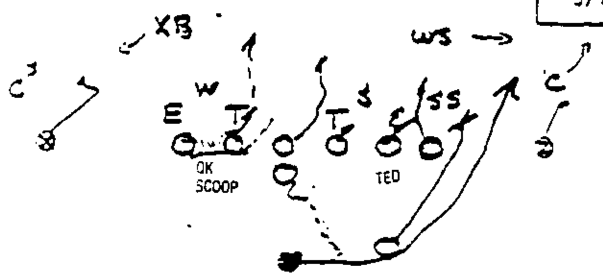



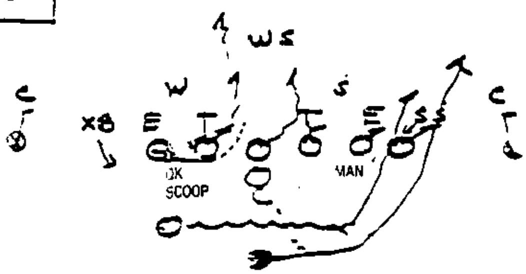

| 1/XB | 4/7 DO HB |
|---|---|



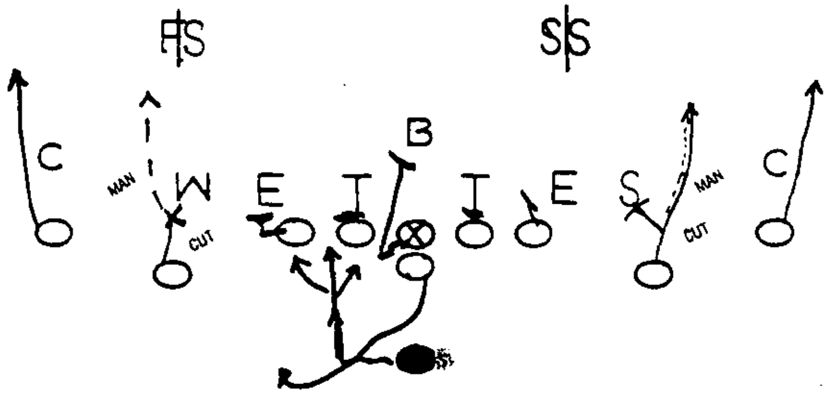



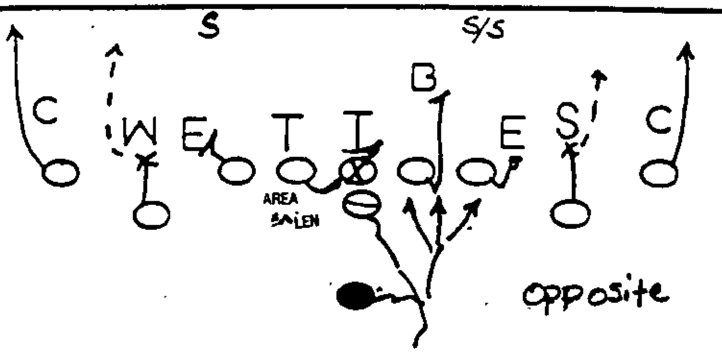

| 5/7 | BLITZ |
|---|---|

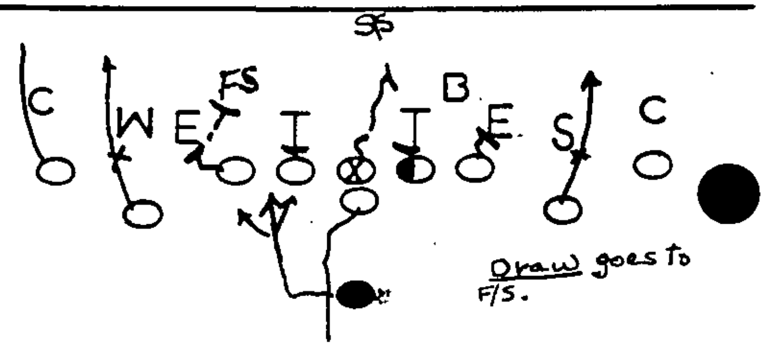


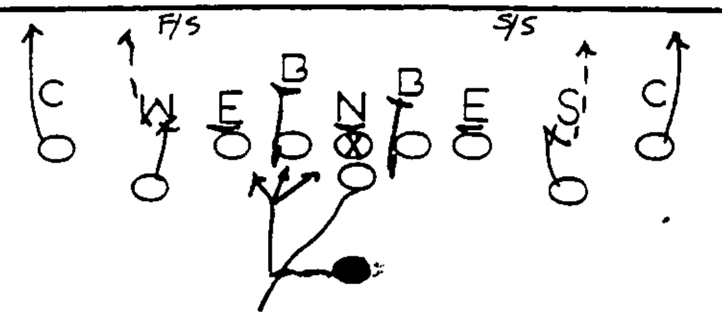



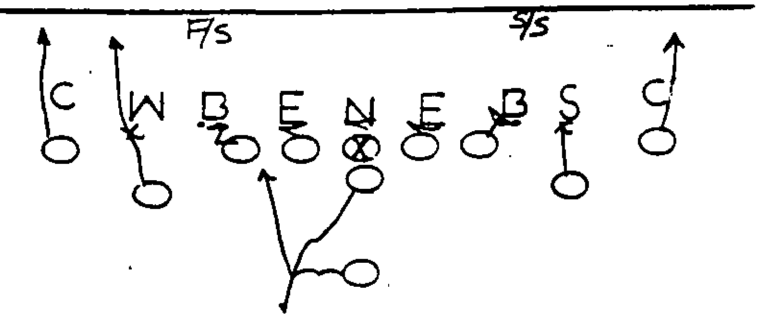
SPRINT DRAW SOLID RT/LT

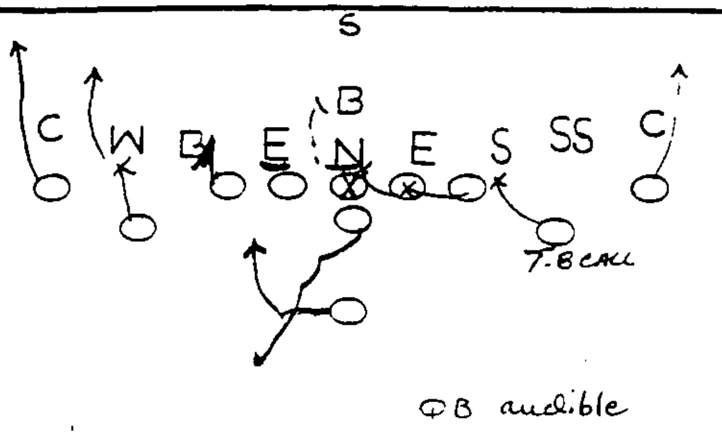


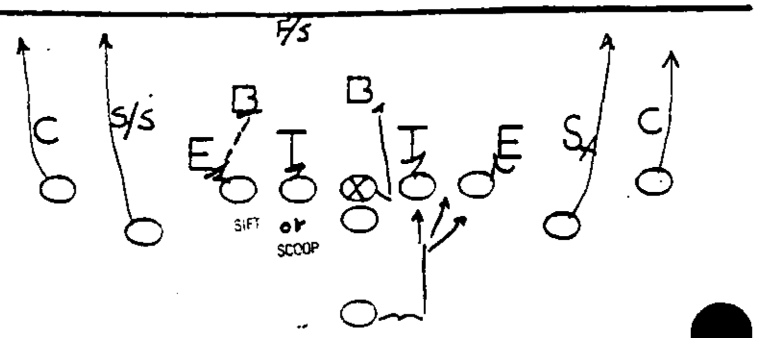



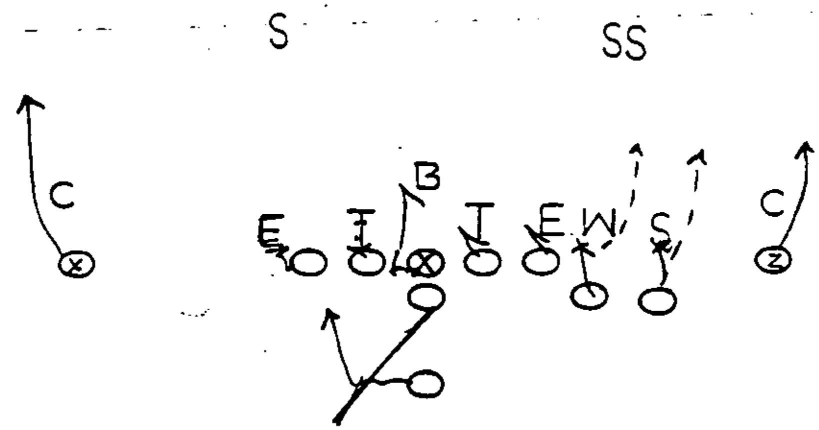



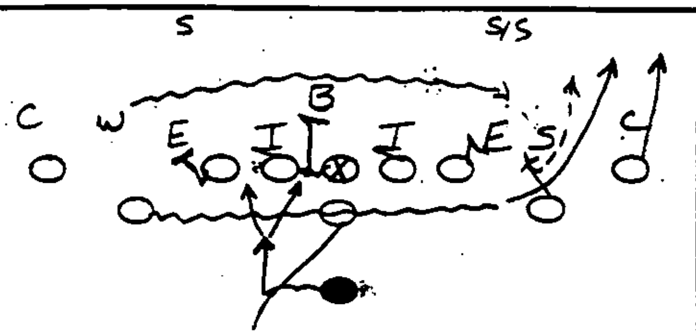



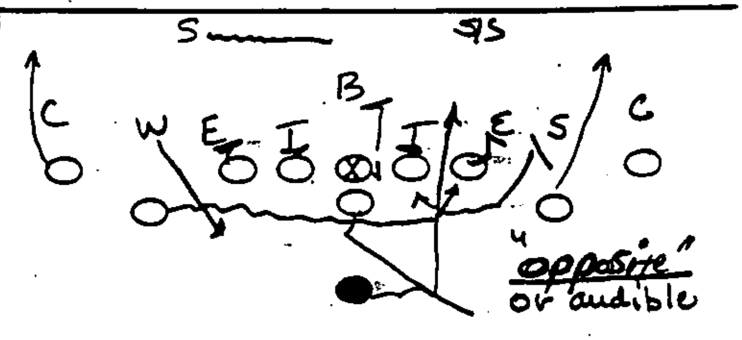



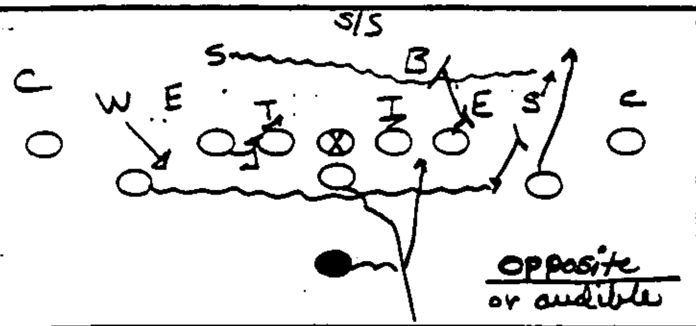



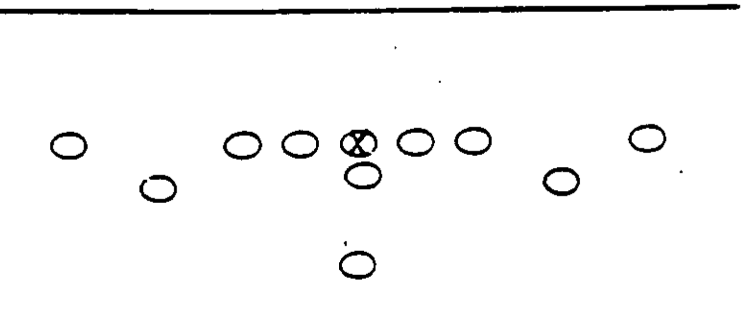
SPRINT DRAW SOLID RT/LT

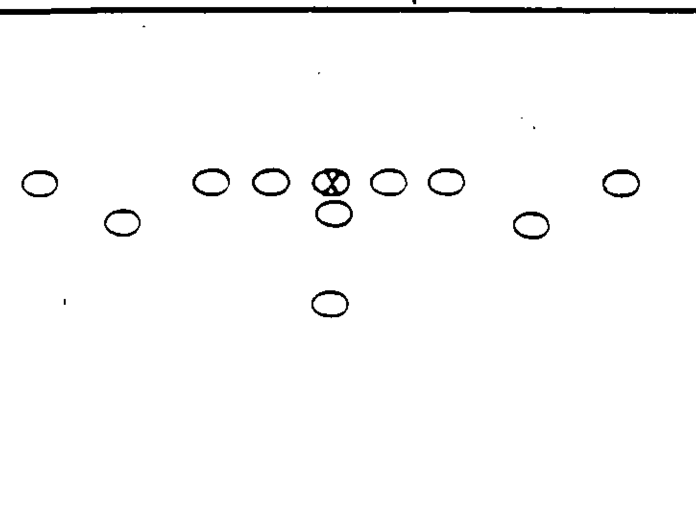


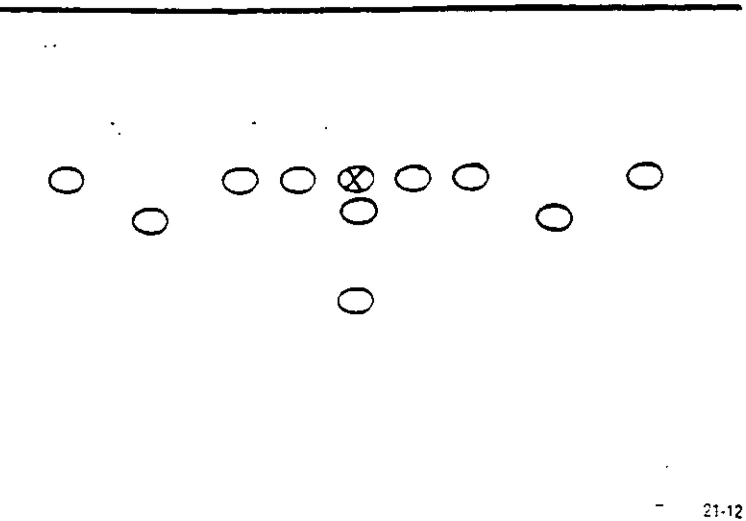



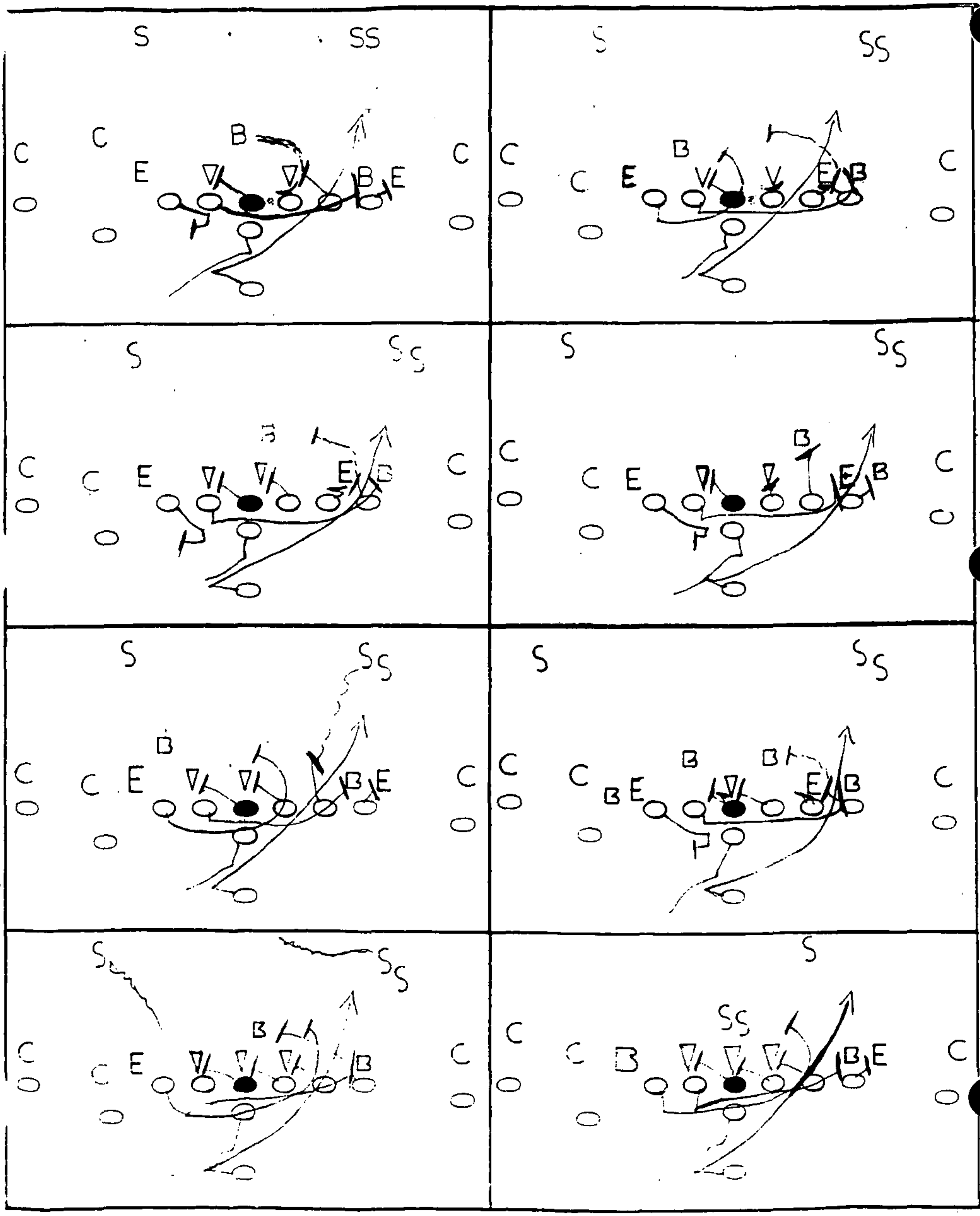



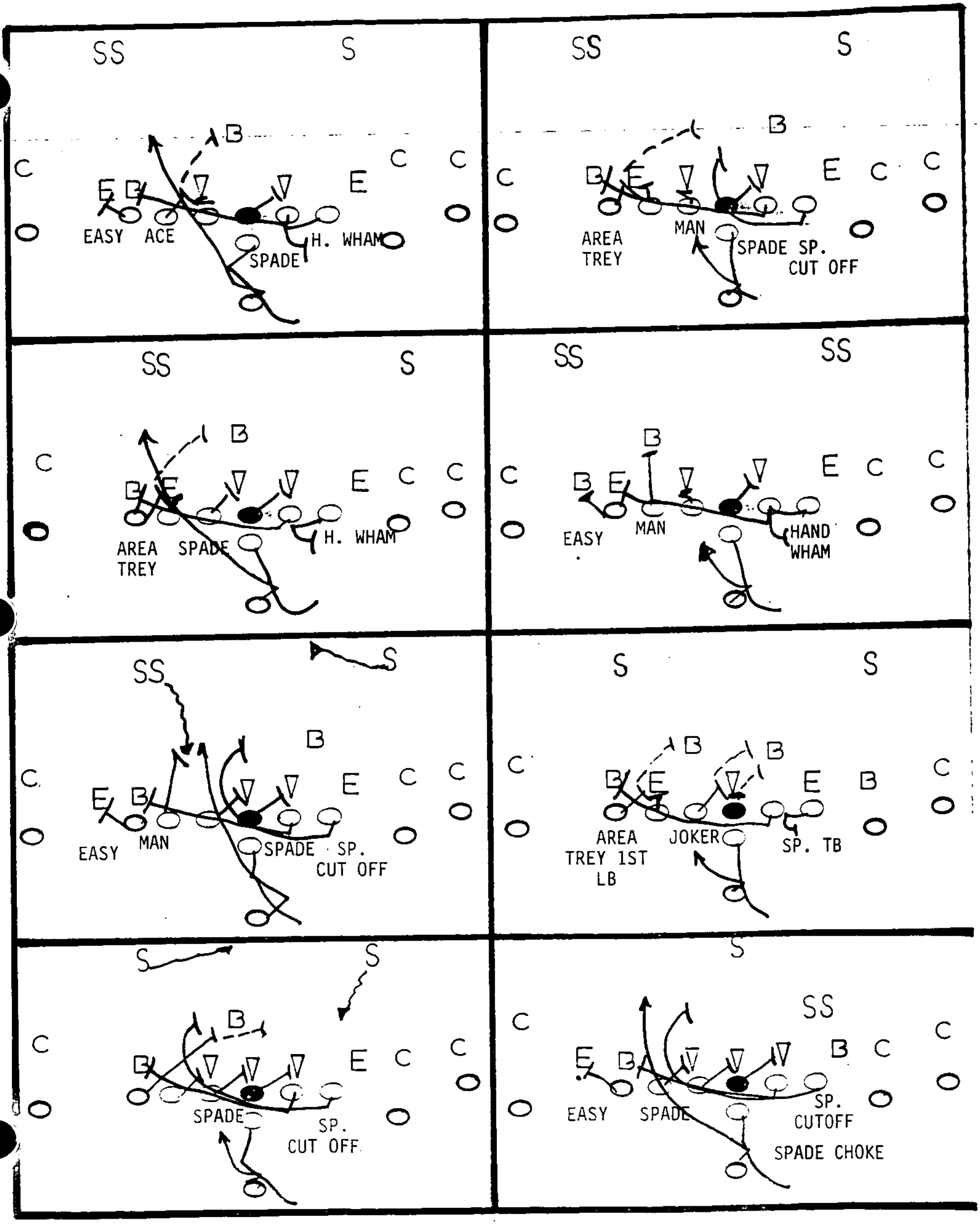




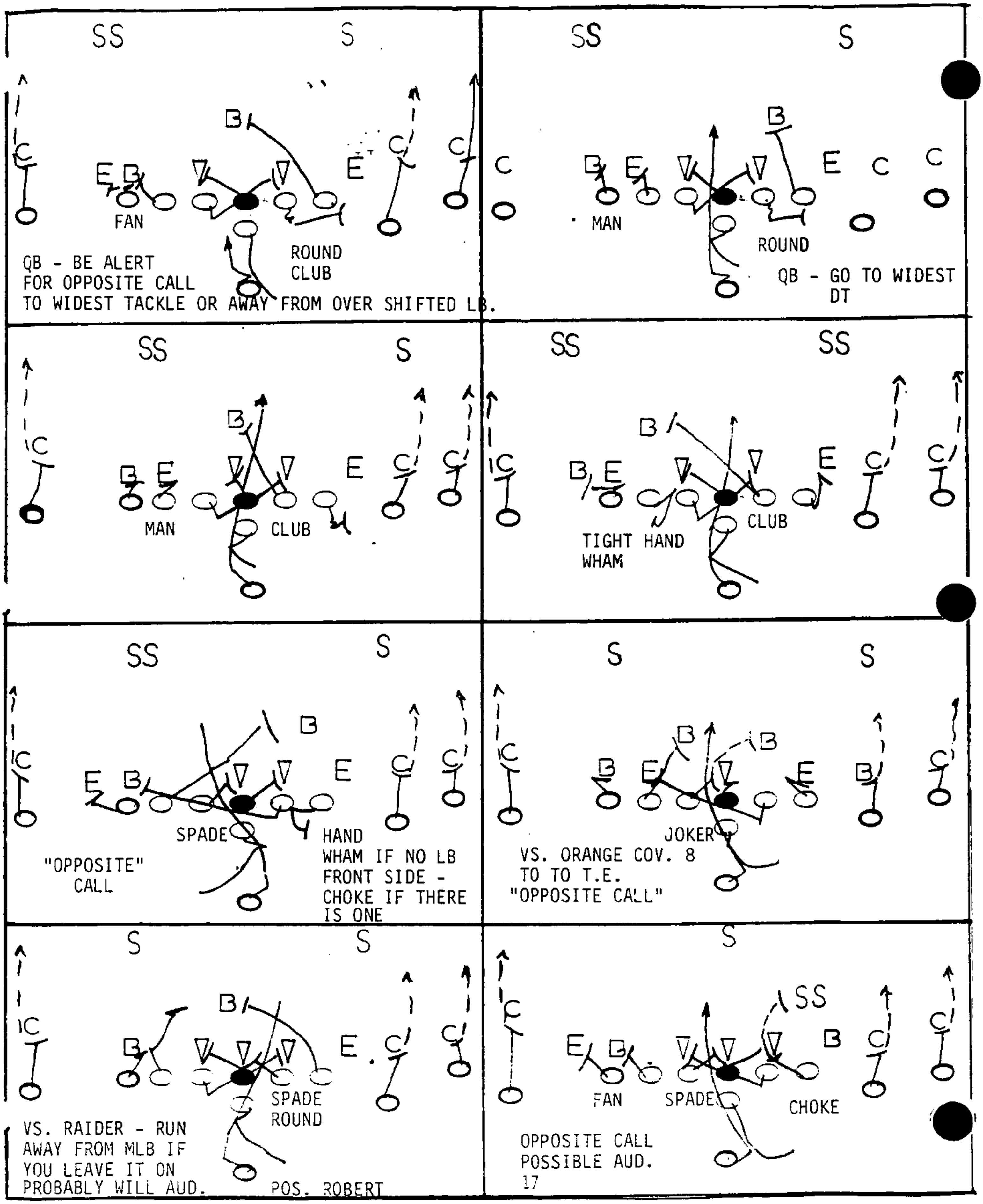
PLAY: COUNTER 16 O



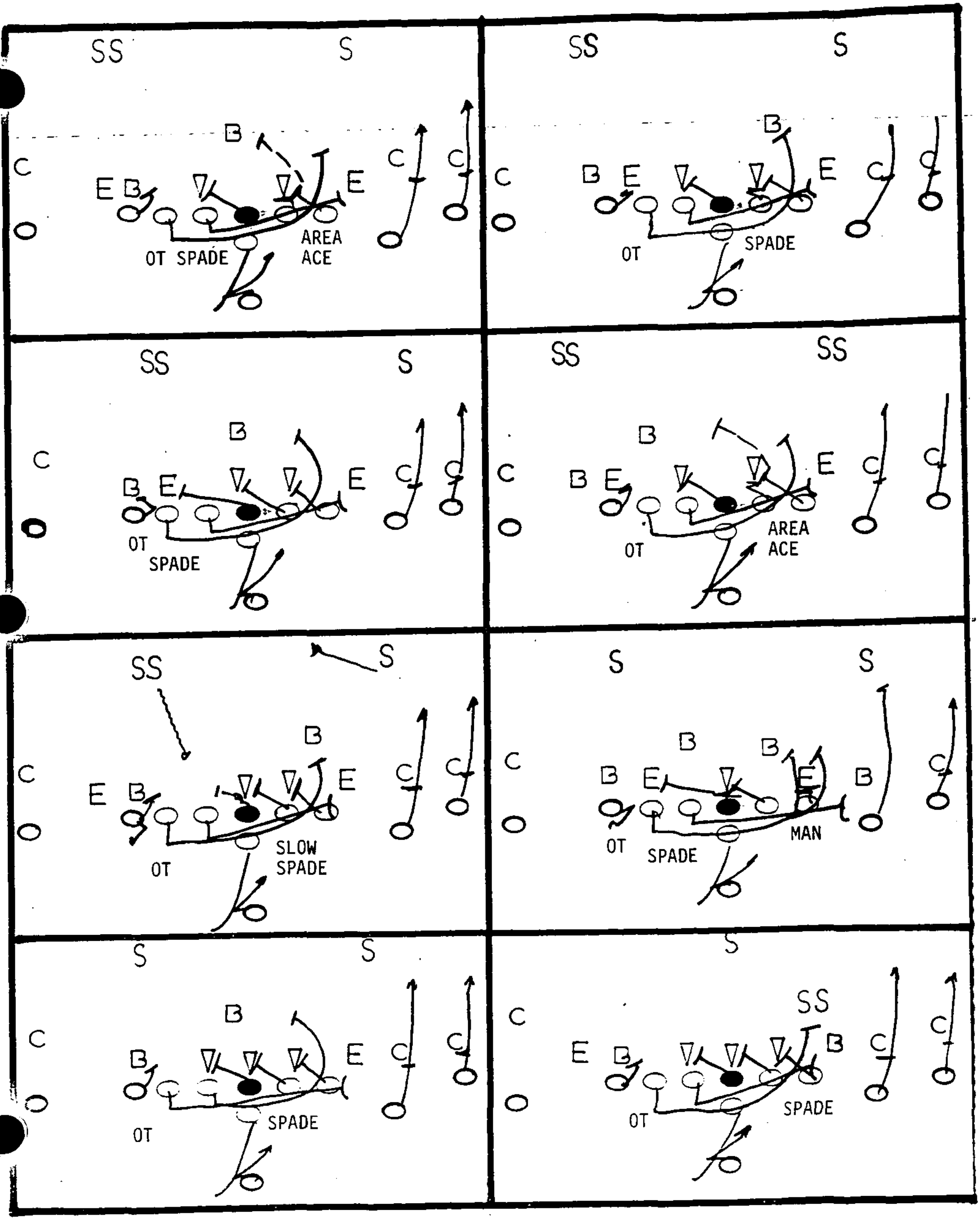
PLAY: COUNTER 17 O



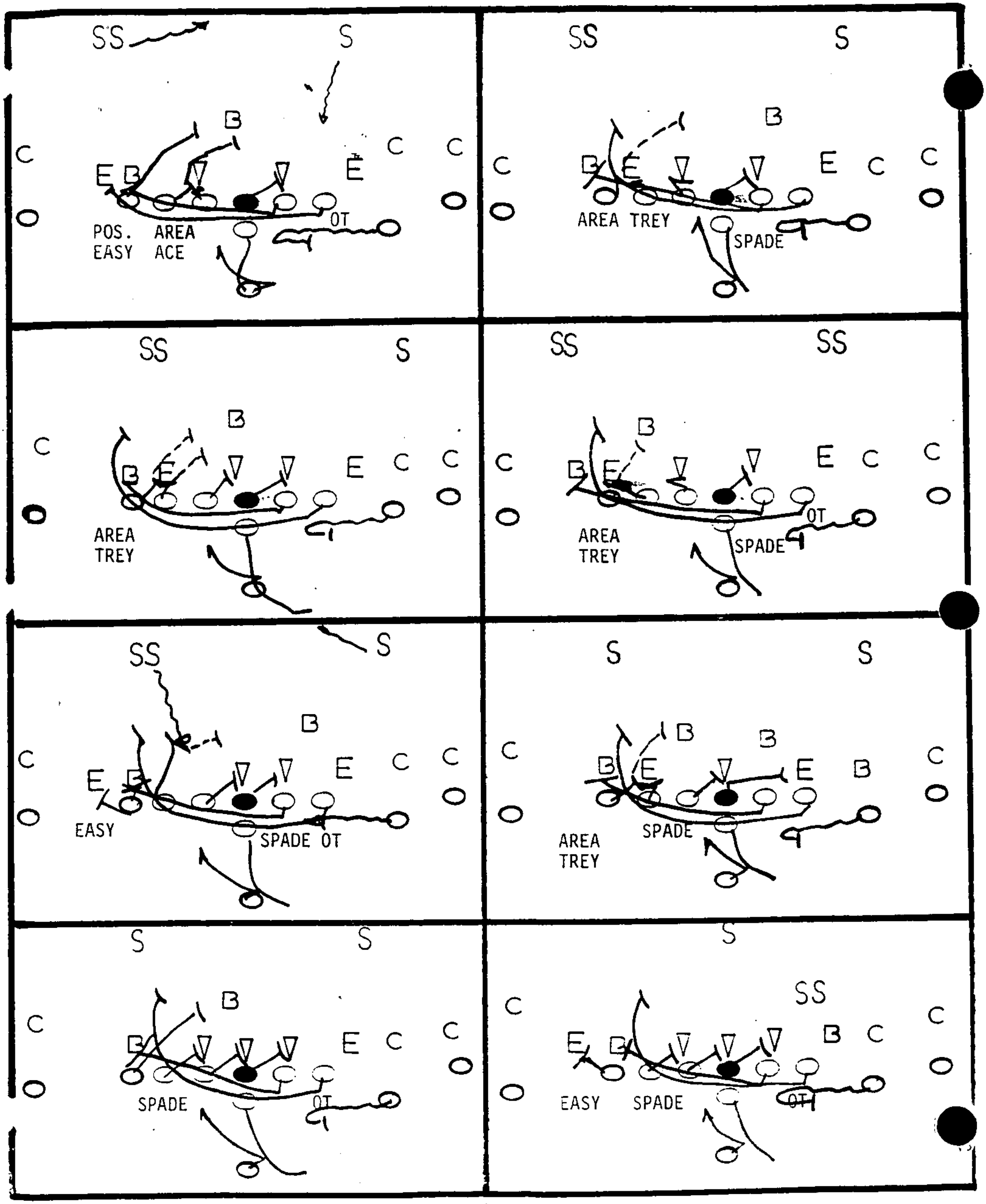
PLAY: 33/32


SS S
B
C E B E C C
FAN
ROUND CLUB
QB - BE ALERT FOR OPPOSITE CALL TO WIDEST TACKLE OR AWAY FROM OVER SHIFTED LB.
SS S
B
C B E E C C
MAN
ROUND
QB - GO TO WIDEST DT
SS S
B
C B E E C C
MAN
CLUB
SS SS
B
C B E E C C
TIGHT HAND WHAM
CLUB
SS S
B
C E B E C C
SPADE
HAND WHAM IF NO LB FRONT SIDE - CHOKE IF THERE IS ONE
"OPPOSITE" CALL
S S
B B
C B E E B C
JOKER
VS. ORANGE COV. 8 TO TO T.E. "OPPOSITE CALL"
S S
B
C B E C C
SPADE ROUND
VS. RAIDER - RUN AWAY FROM MLB IF YOU LEAVE IT ON PROBABLY WILL AUD.
POS. ROBERT
S
SS
C E B B C C
FAN
SPADE
CHOKE
OPPOSITE CALL POSSIBLE AUD.

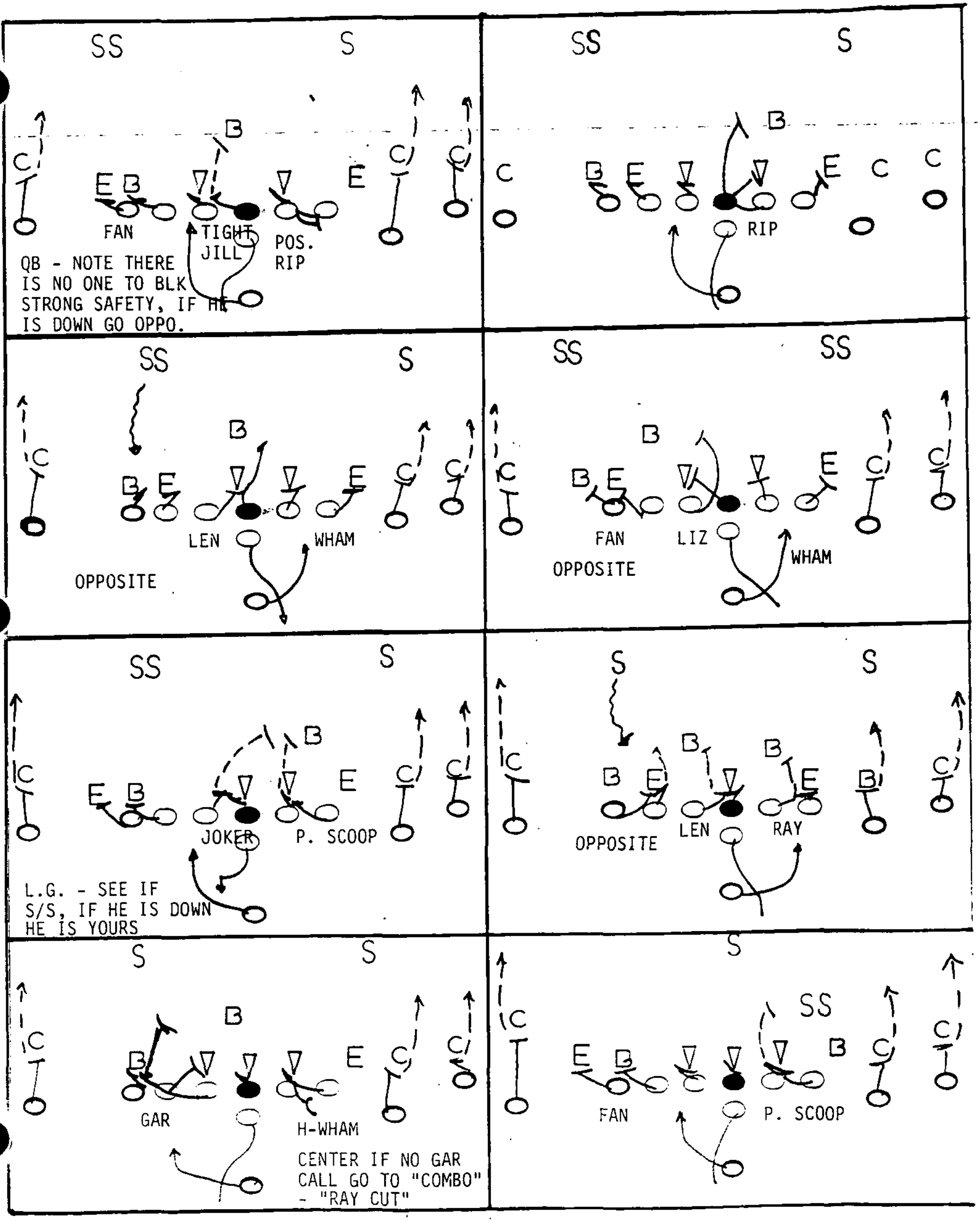
PLAY: COUNTER 66 OT



PLAY: COUNTER 67 OT



PLAY: 68/69

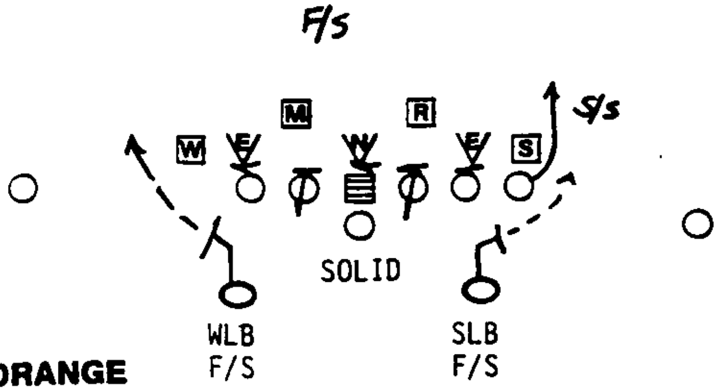

SS
S
C
E
B
B
C
C
FAN
TIGHT
JILL
POS.
RIP
QB - NOTE THERE IS NO ONE TO BLK STRONG SAFETY, IF HE IS DOWN GO OPPO.
SS
S
B
C
B
E
E
C
C
RIP
SS
S
C
B
B
E
E
C
C
LEN
WHAM
OPPOSITE
SS
SS
B
C
B
E
E
C
C
FAN
LIZ
WHAM
OPPOSITE
SS
S
C
B
E
B
E
C
C
JOKER
P. SCOOP
L.G. - SEE IF S/S, IF HE IS DOWN HE IS YOURS
S
S
C
B
E
B
B
B
B
E
C
OPPOSITE
LEN
RAY
S
S
C
B
B
E
C
C
GAR
H-WHAM
CENTER IF NO GAR CALL GO TO "COMBO" - "RAY CUT"
S
C
SS
E
B
B
C
C
FAN
P. SCOOP

PASS PROTECTION

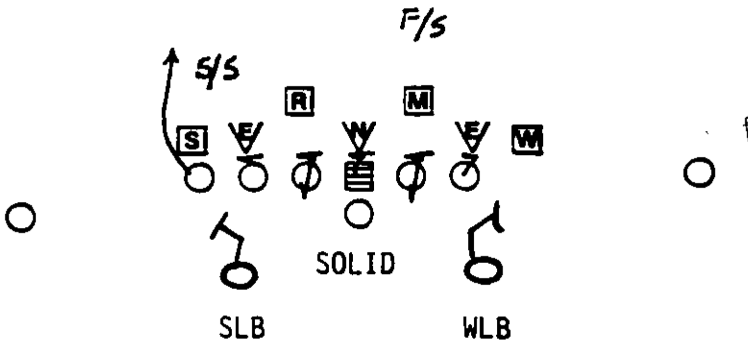
PASS PROTECTION

QUICK MID DEEP
LUG/ROK
ROK/LUG
LUG/ROK Q
SCAT QK, MID, DEEP
SCAT MID Q
LEE/RAM LOU/RON
RAM/LEE RON/LOU
OPTION RT/LT (VS. ORANGE = SCAT)
BEAR RAM PROTECTION
KEY (GOES TO LEE VS. ORANGE)
LUCKY/RICKY
K-LUCKY/K-RICKY
DASH RT/LT
BLACK - "BOGART" = FB BLOCKS S/S
BLACK STING = FB BLOCKS F/S
STING
BLACK STING "LION"/"RANGO"
TURMOIL RT/LT

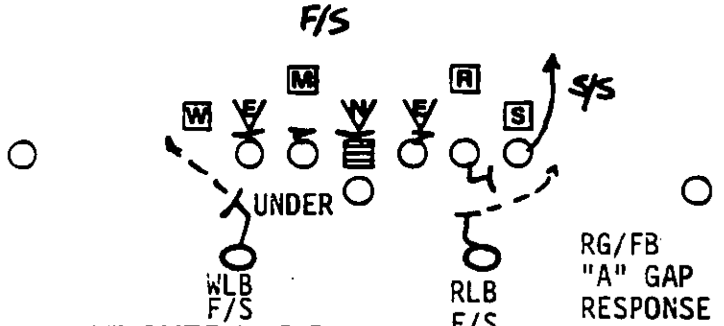
**PLAY** "QUICK" (3 STEPS) "MID" (5 STEPS) "DEEP" - 7 STEPS **FORMATIONS**



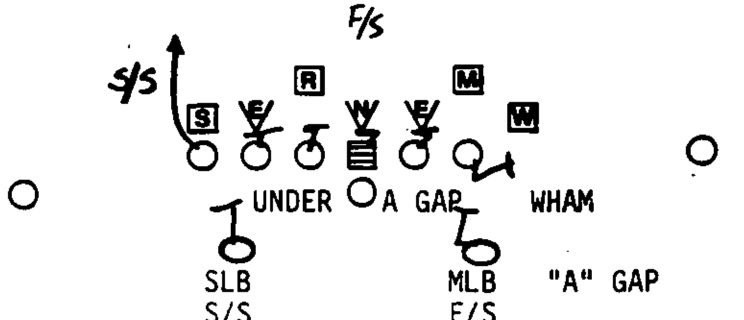

**ORANGE**



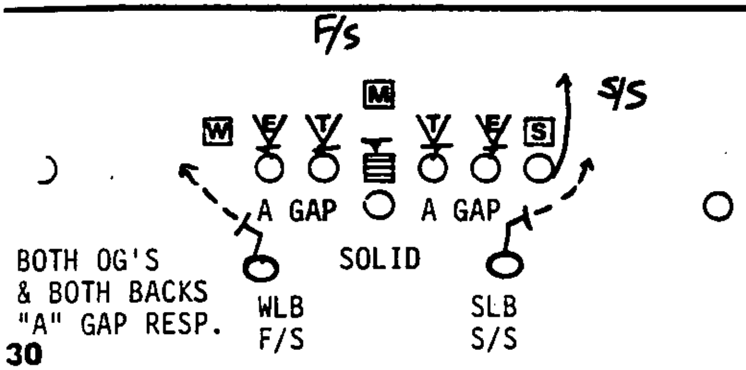

**ORANGE**



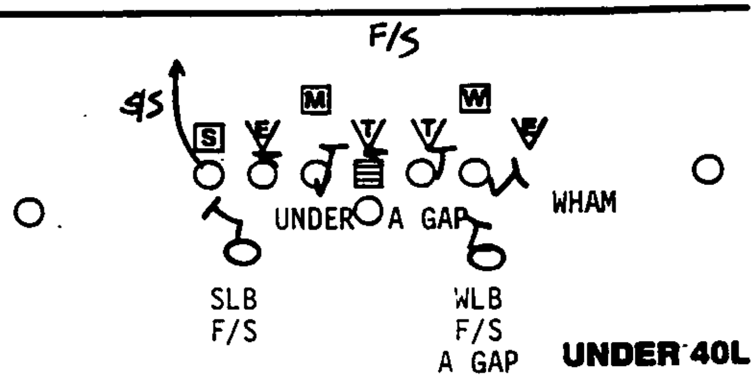

**ORANGE OVER WIDE**



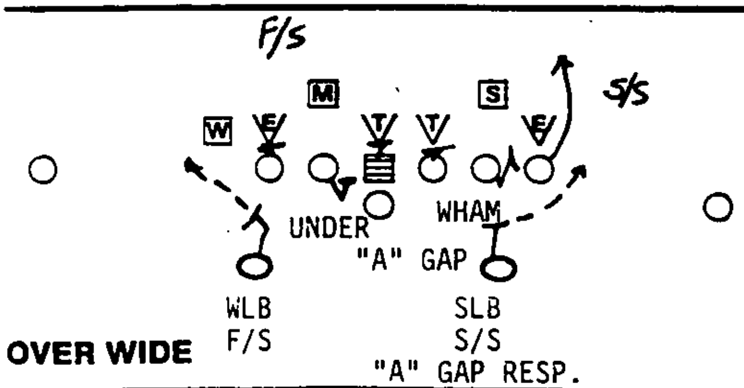

**ORANGE UNDER L**



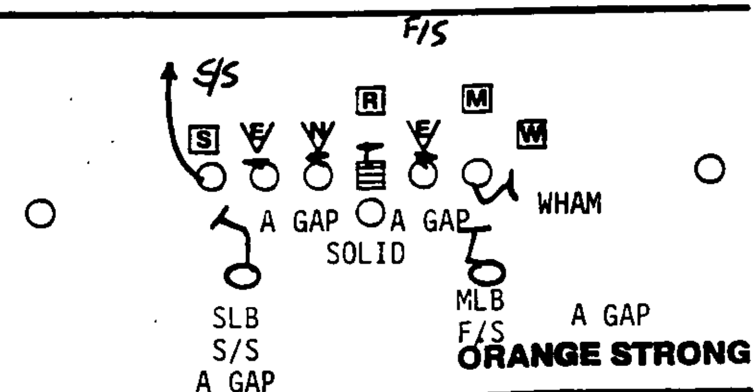

**30**



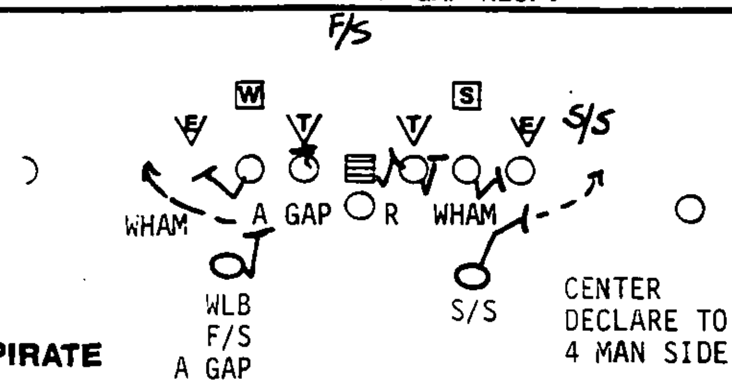

**UNDER 40L**



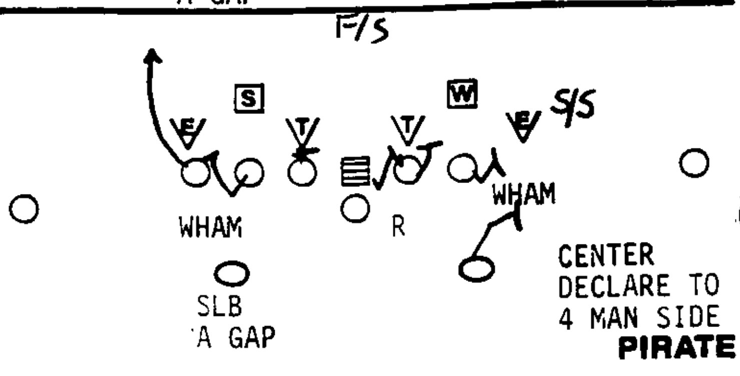

**OVER WIDE**




**ORANGE STRONG**



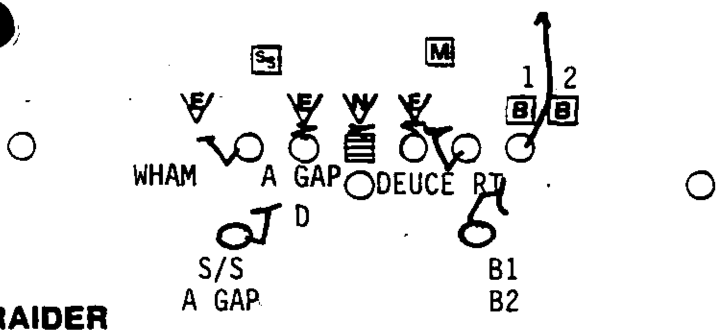

**PIRATE**




**PIRATE**

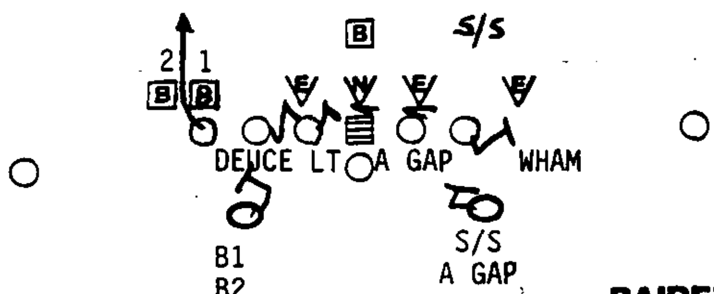
**PLAY** "QUICK" (3 STEPS) "MID" (5 STEPS) "DEEP" - 7 STEPS **FORMATIONS**

"RAIDER" "DEUCE RT."

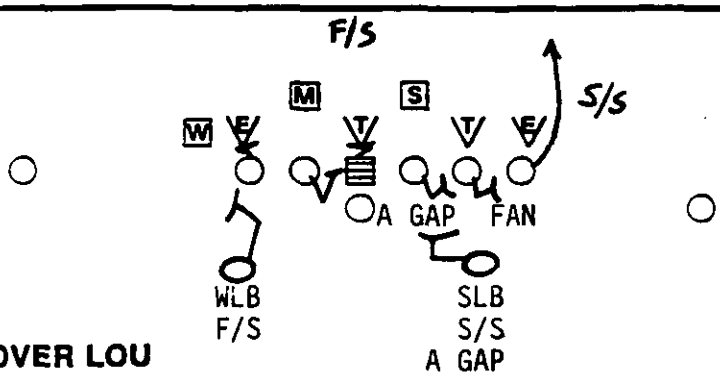



**RAIDER**

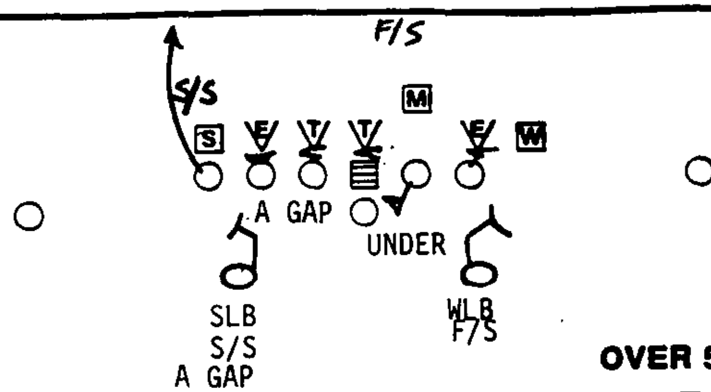
"RAIDER" "DEUCE LT."




**RAIDER**

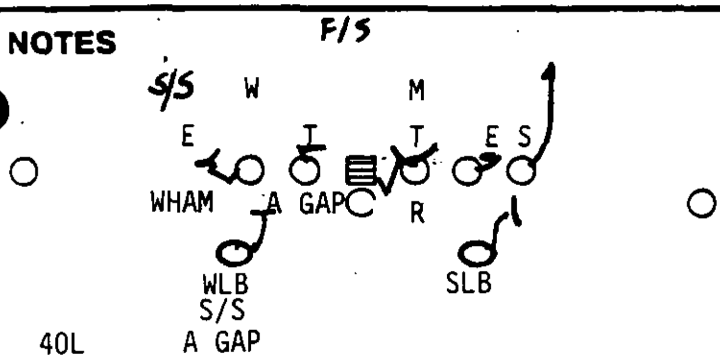



**OVER LOU**



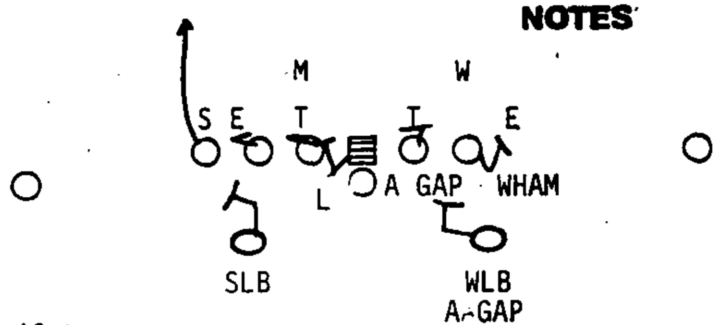

**OVER 50**

**NOTES**




40L

**NOTES**




40-L

**NOTES**

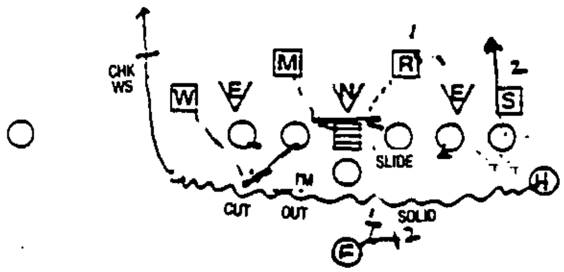


**NOTES**

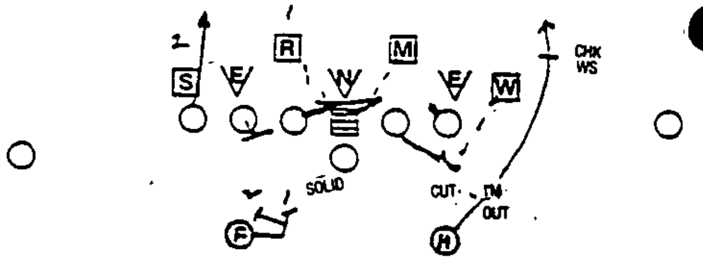


**REMARKS**

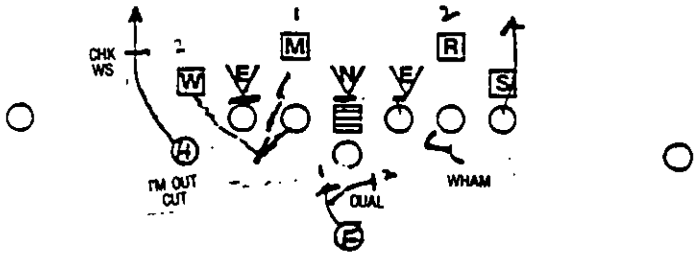
**REMARKS**



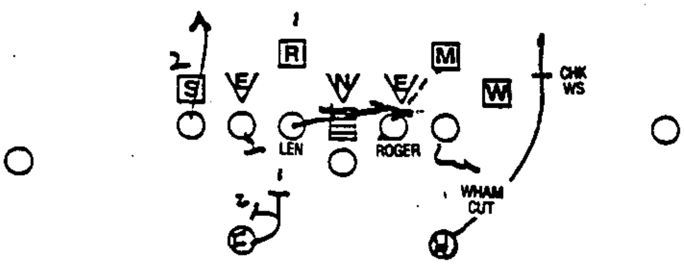

ORANGE



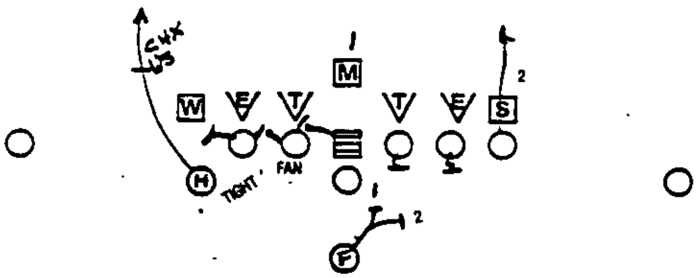

ORANGE



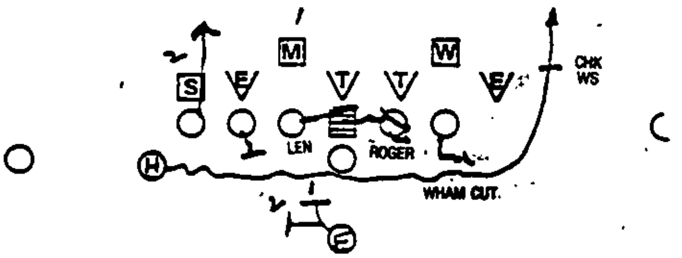

ORANGE OVER WIDE



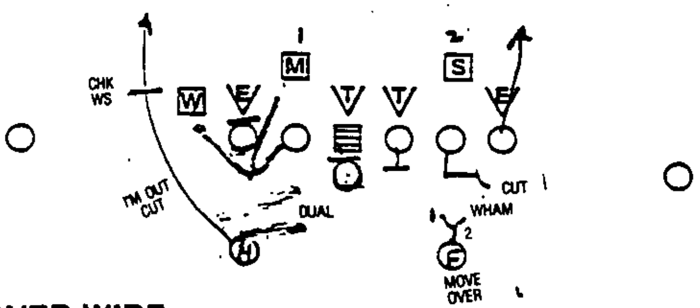

ORANGE UNDER L



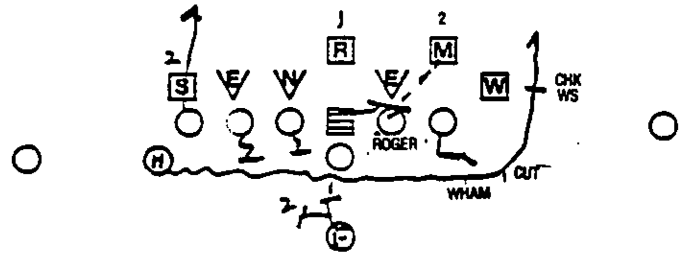

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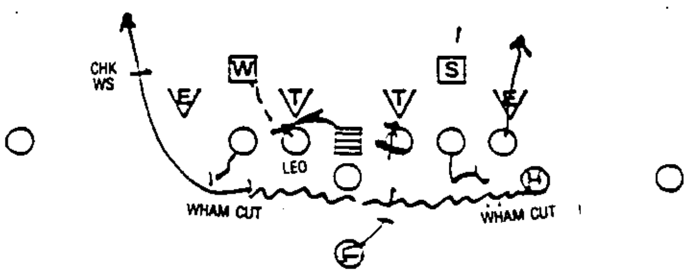

UNDER 40L



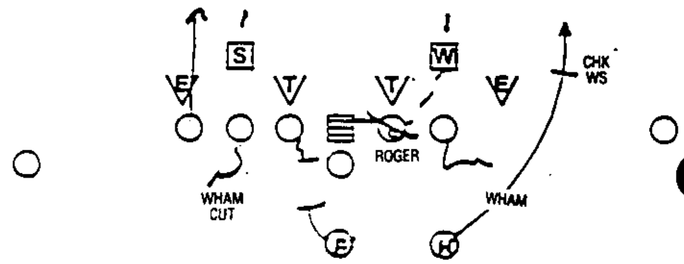

OVER WIDE




ORANGE STRONG

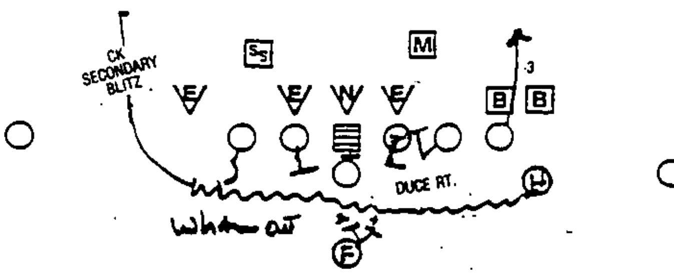



PIRATE

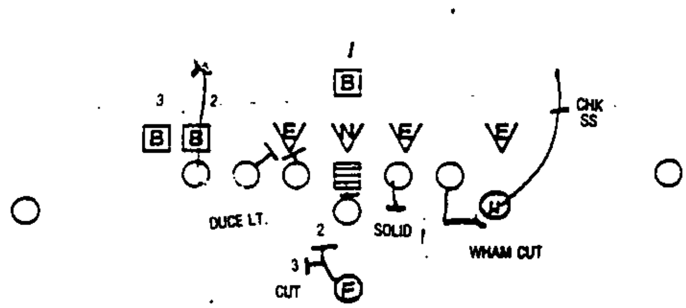



PIRATE

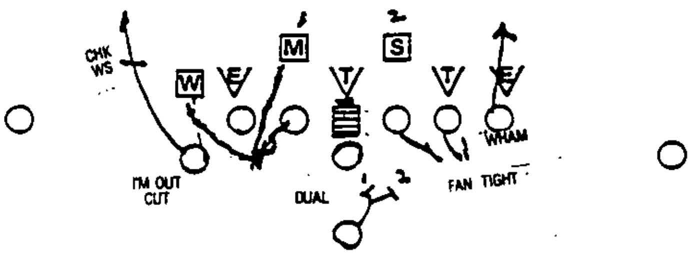
# LUG/ROK



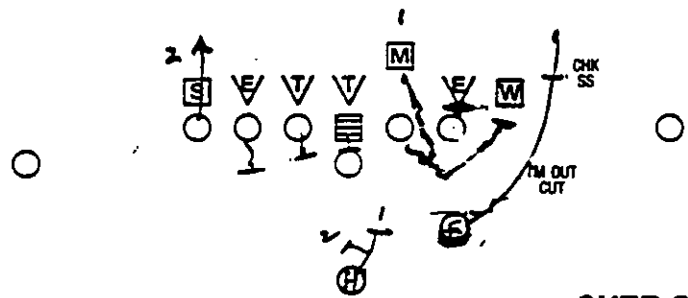

RAIDER




RAIDER




OVER LOU




OVER 50

NOTES



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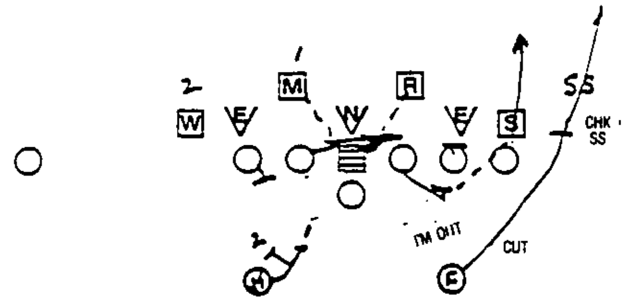


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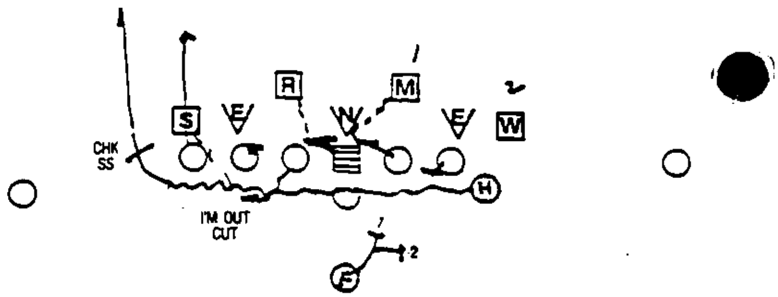


REMARKS

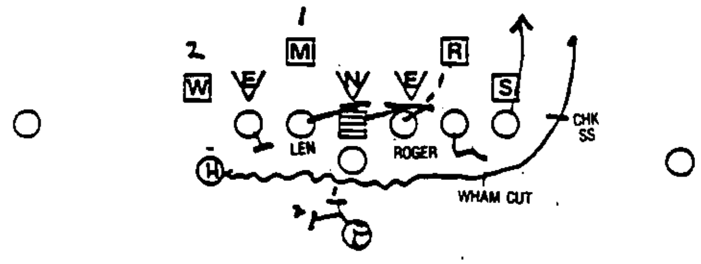
REMARKS



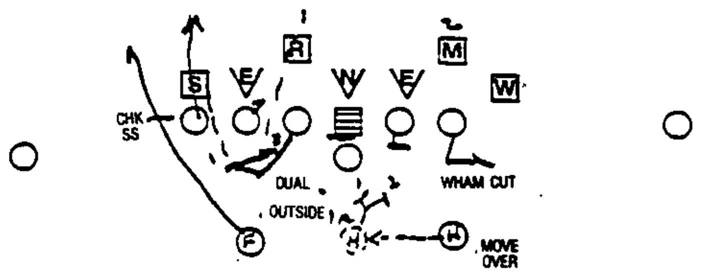

ORANGE



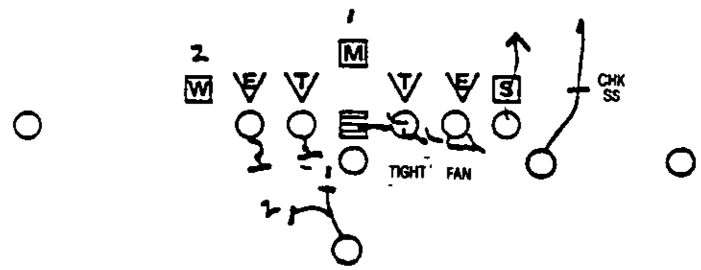

ORANGE



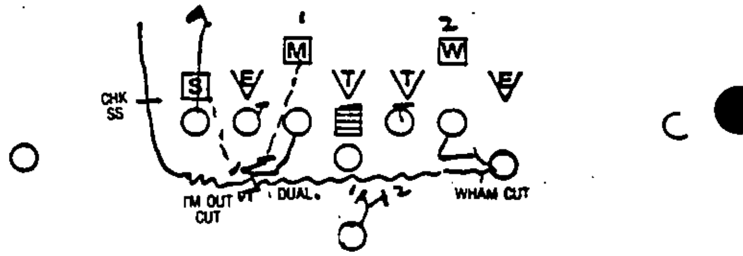

ORANGE OVER WIDE



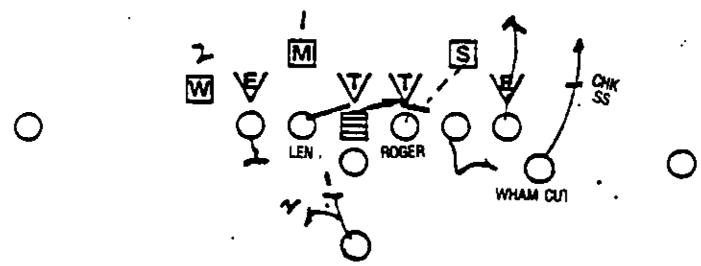

ORANGE UNDER L



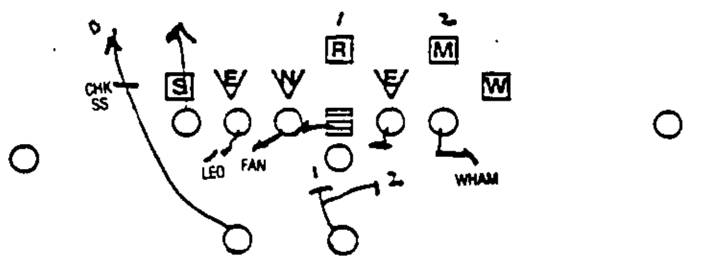

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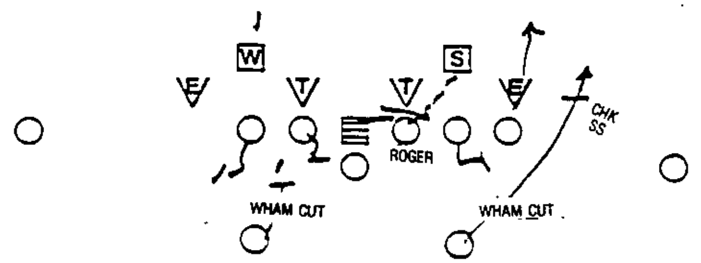

UNDER 40L



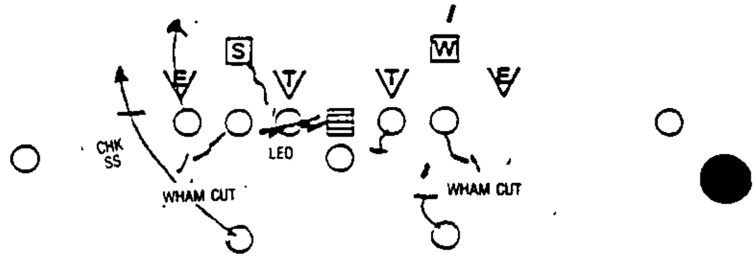

OVER WIDE




ORANGE STRONG

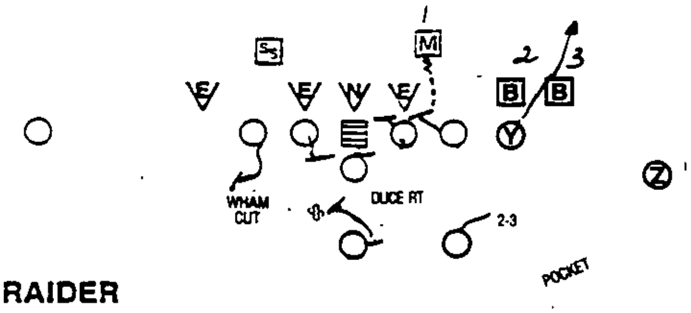


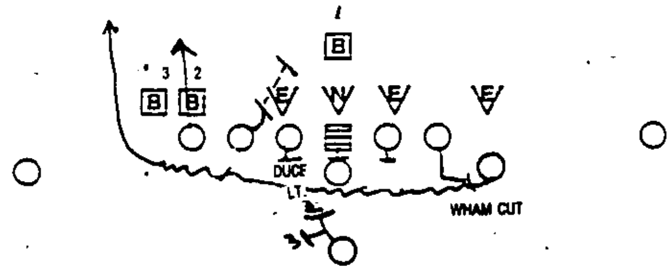

PIRATE




PIRATE

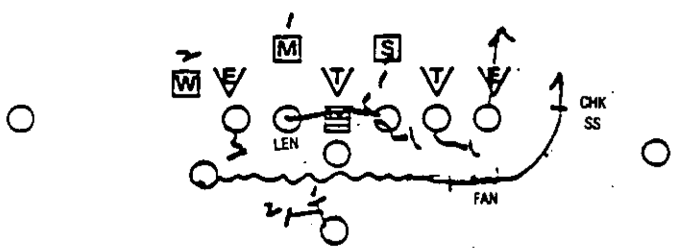
# ROK/LUG

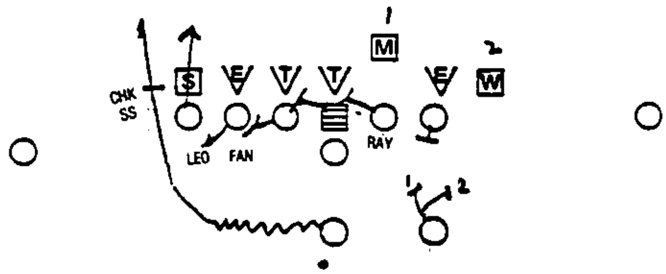



RAIDER

RAIDER

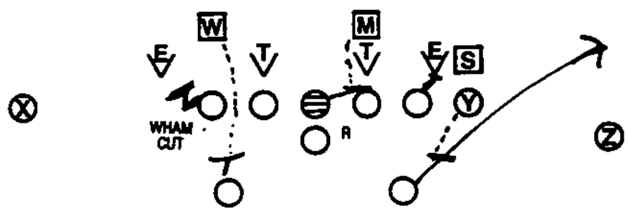



OVER LOU

OVER 50

NOTES




40 L

NOTES



NOTES



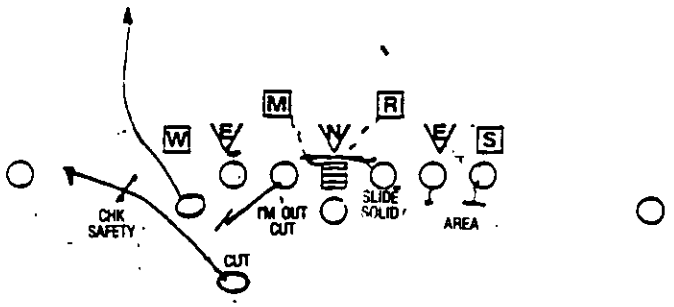
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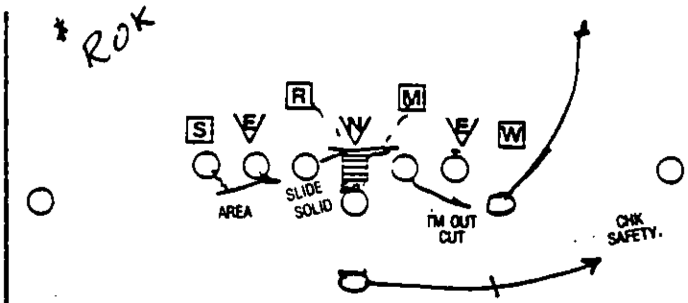
REMARKS

REMARKS

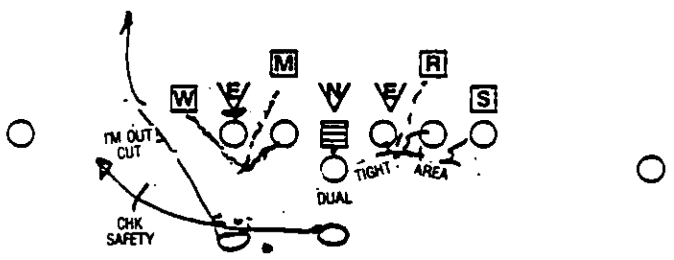
# LUG/ROK Q



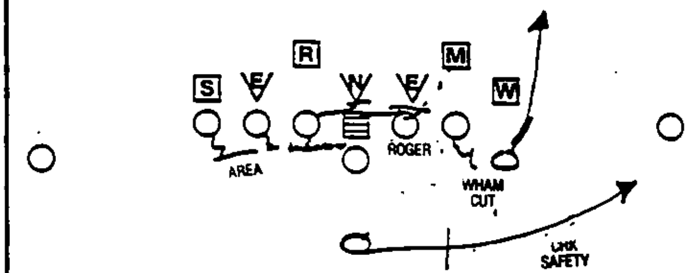

ORANGE



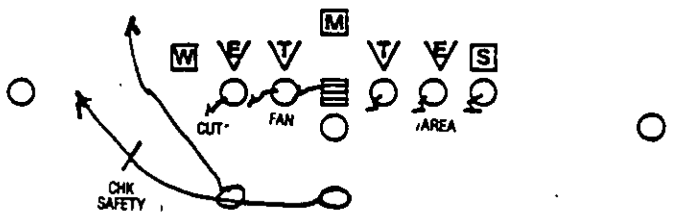

ORANGE



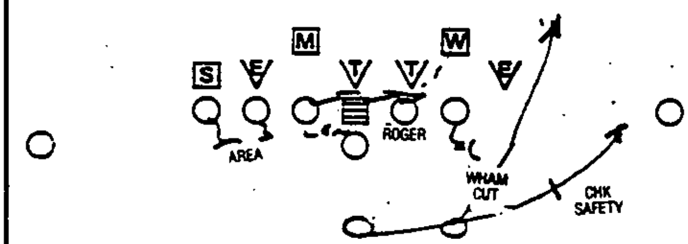

ORANGE OVER WIDE



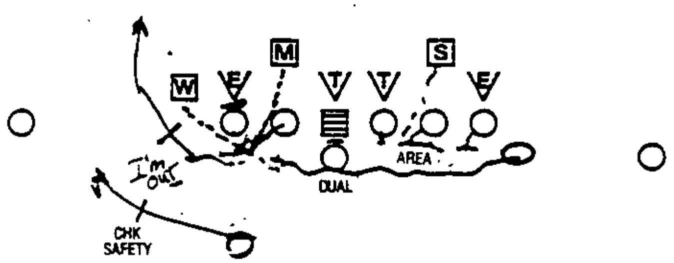

ORANGE UNDER L



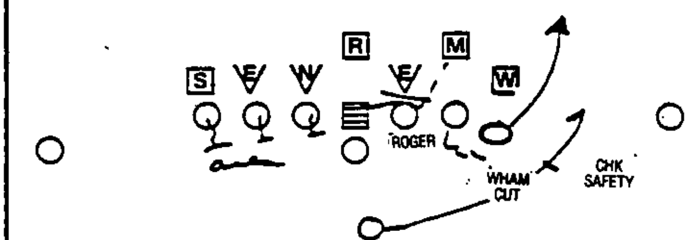

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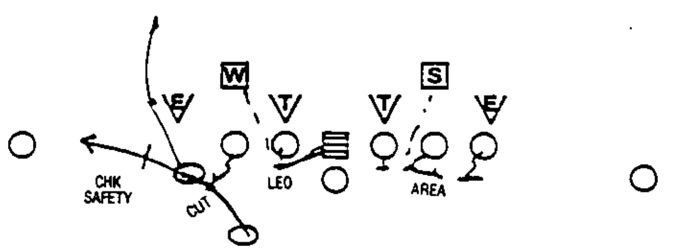

UNDER 40L



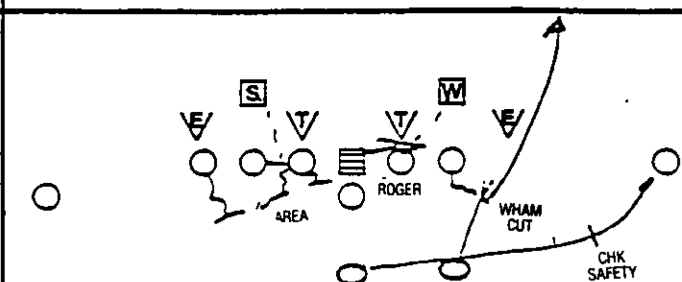

OVER WIDE




ORANGE STRONG

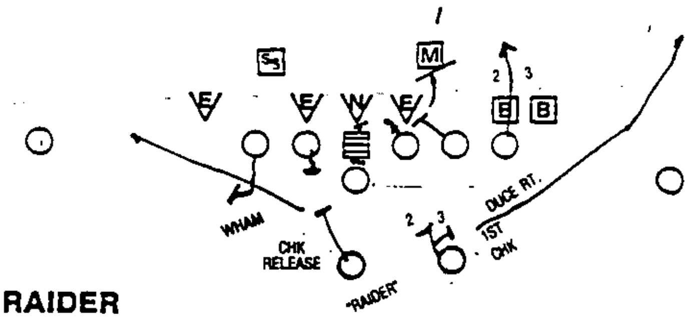



PIRATE

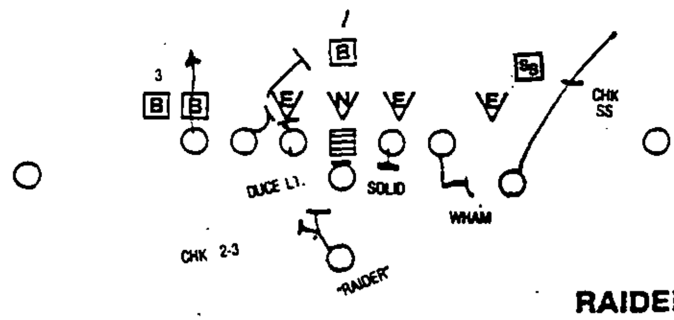



PIRATE

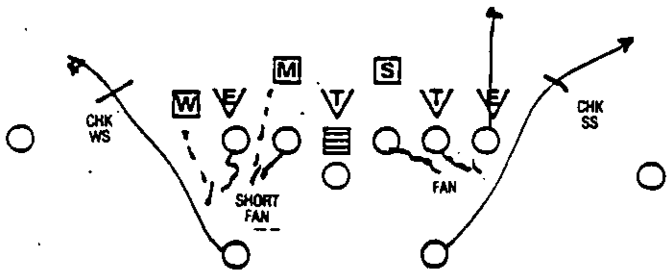
# SCAT QK,MID,DEEP



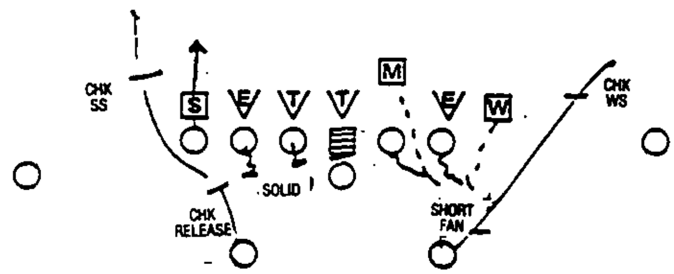

RAIDER




RAIDER



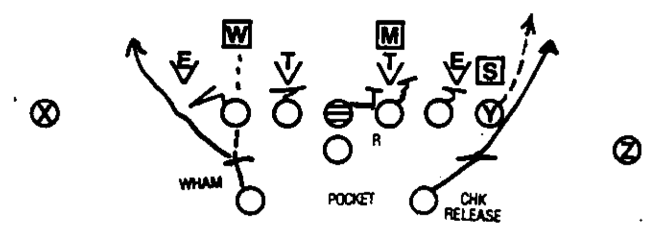

OVER LOU




OVER 50

NOTES

NOTES






40L

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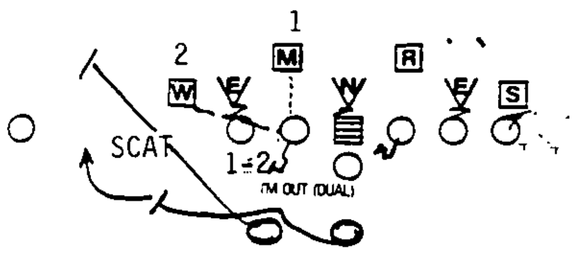




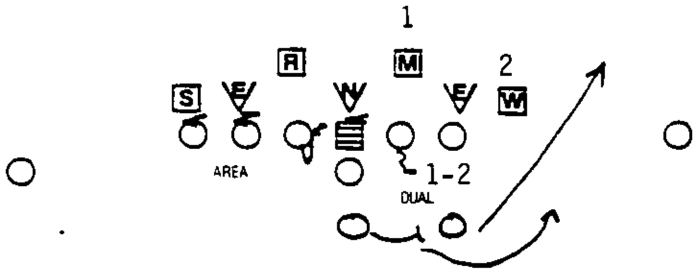
REMARKS

REMARKS

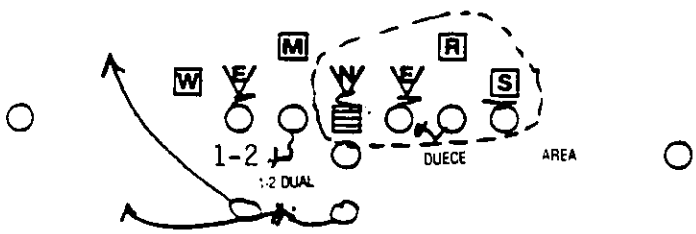
# SCAT MID Q



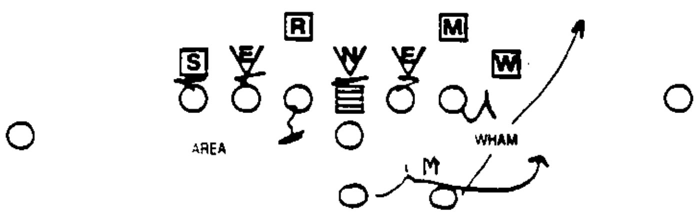

ORANGE FB - IF MIKE DOGS CK WILL



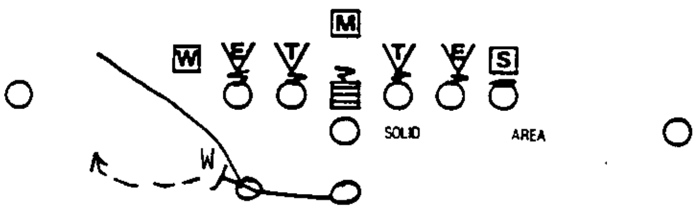

ORANGE



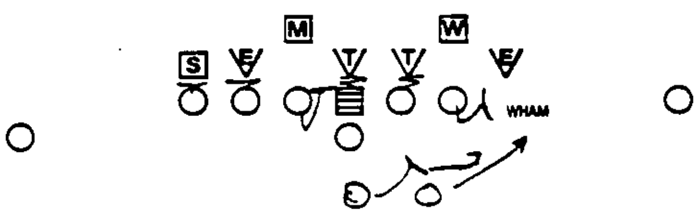

ORANGE OVER WIDE



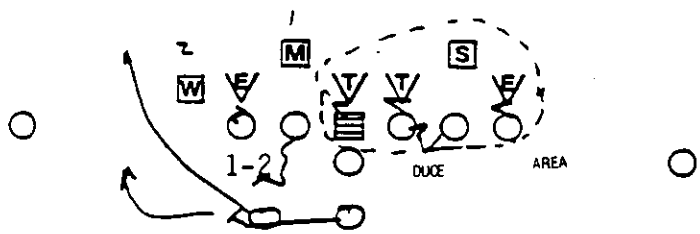

ORANGE UNDER L



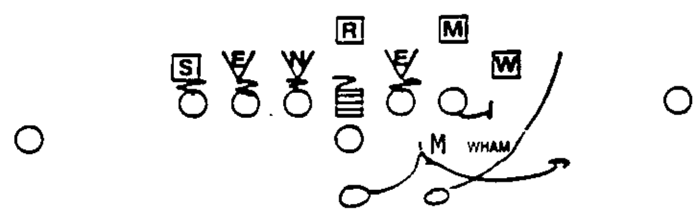

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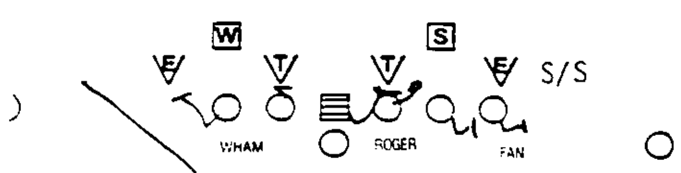

UNDER 40L




OVER WIDE

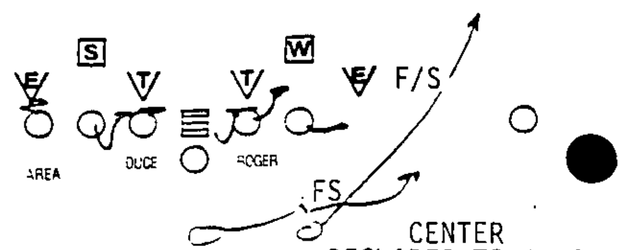



ORANGE STRONG




CENTER DECLARES TO 4 MAN SIDE

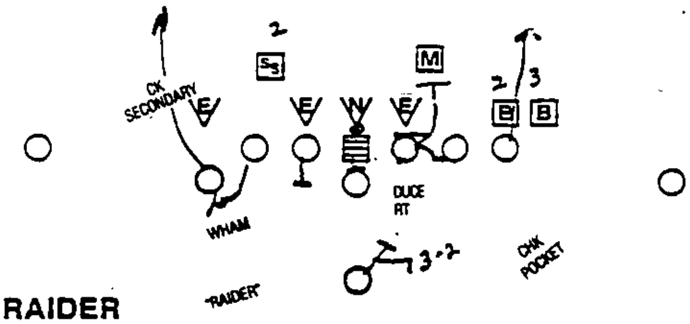
PIRATE



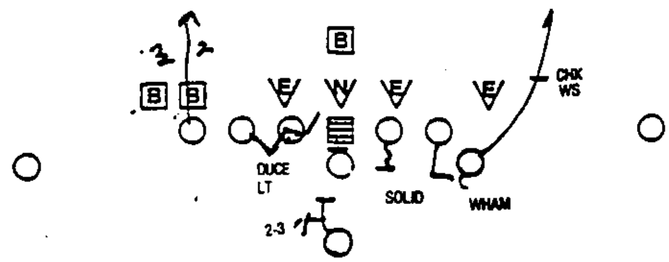

CENTER DECLARES TO 4 MAN SIDE

PIRATE

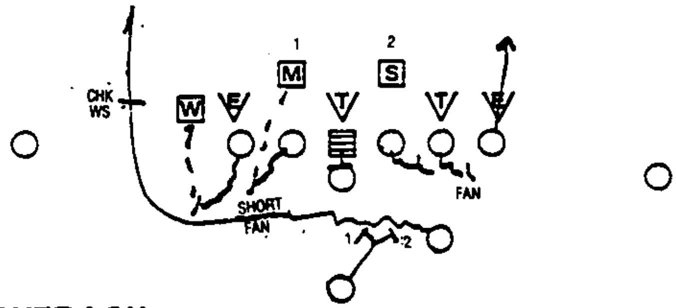
# LEE/RAM, LOU/RON



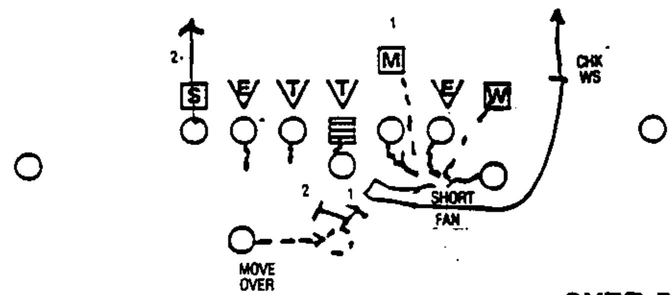

RAIDER




RAIDER

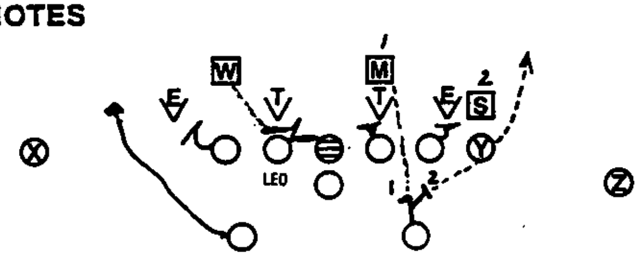



OVER LOU




OVER 50

NOTES




40 L

NOTES



NOTES



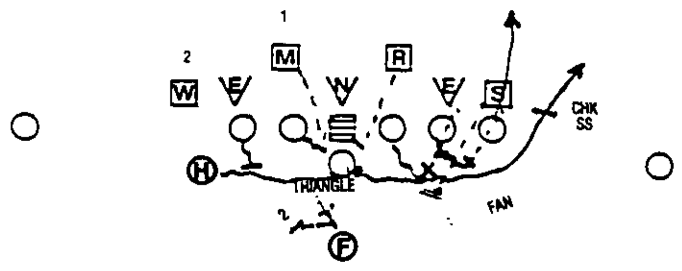
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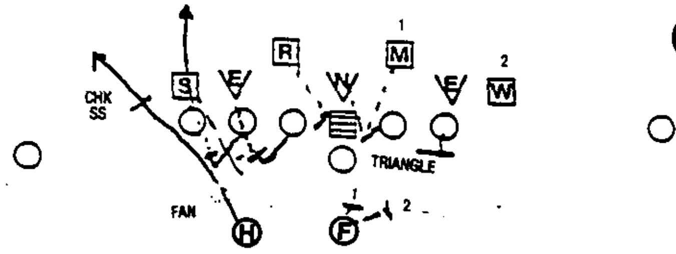
REMARKS

REMARKS

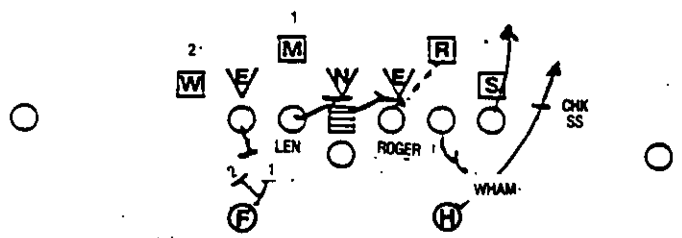
# RAM/LEE, RON/LOU



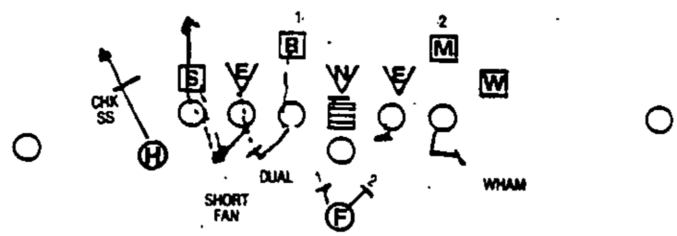

ORANGE



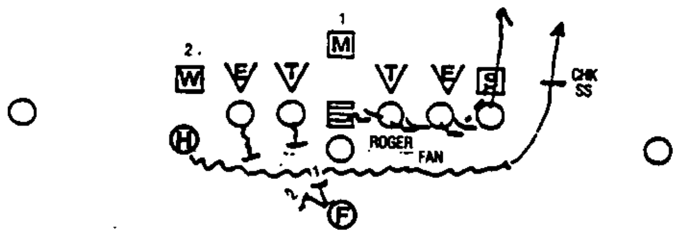

ORANGE



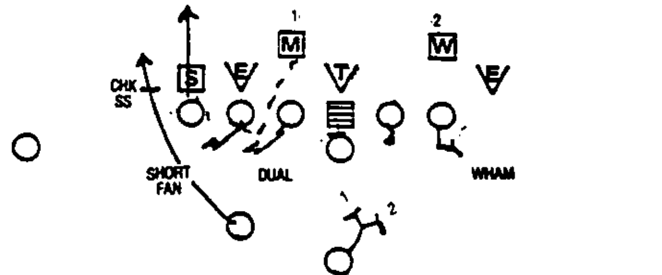

ORANGE OVER WIDE



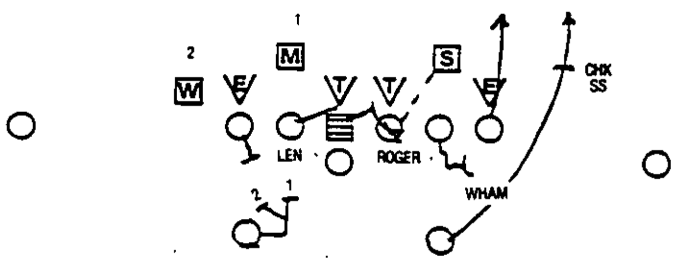

ORANGE UNDER L



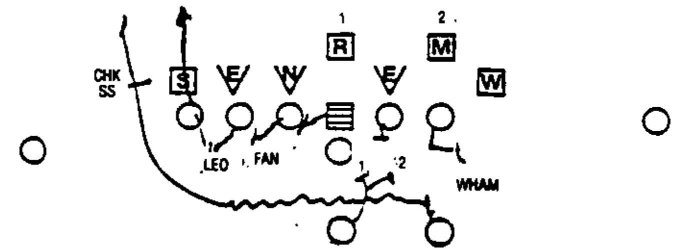

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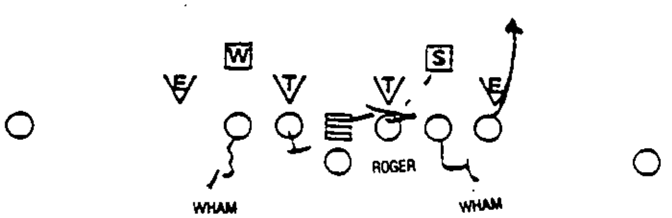

UNDER 40L



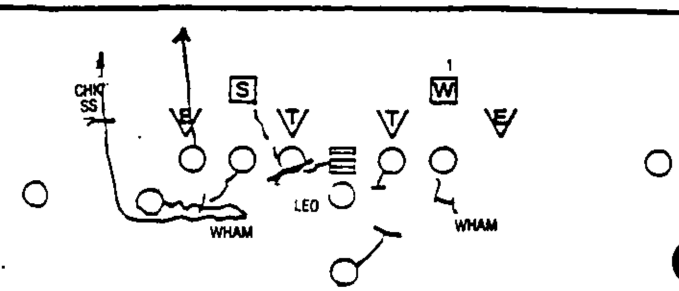

OVER WIDE




ORANGE STRONG

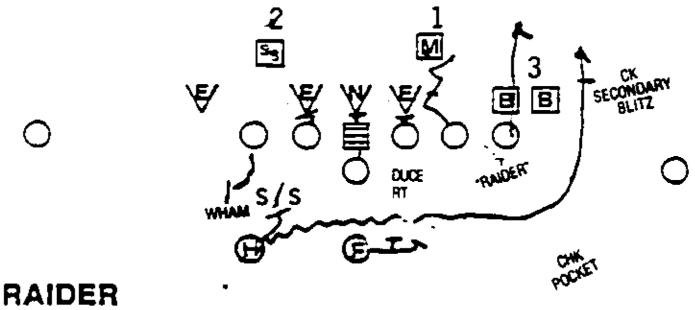



PIRATE

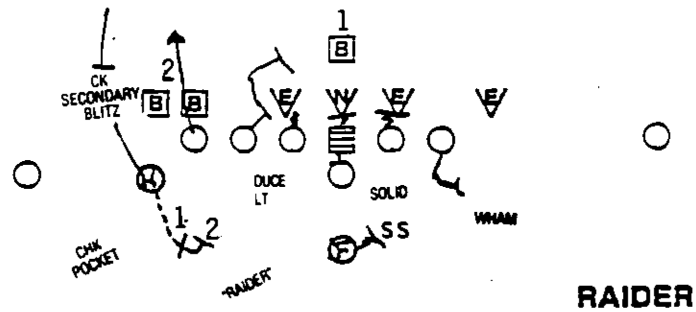



PIRATE

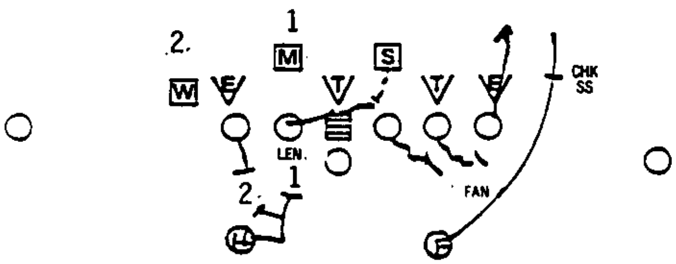
# RAM/LEE, RON/LOU



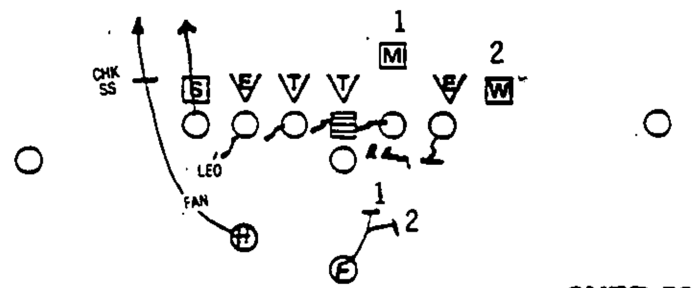

RAIDER



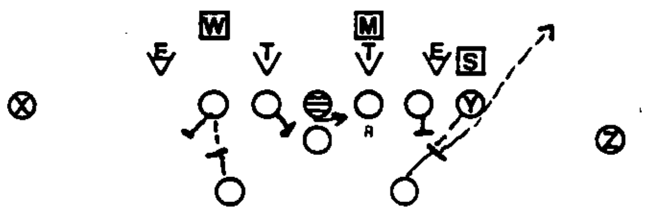

RAIDER




OVER LOU




OVER 50



40 L

NOTES



NOTES



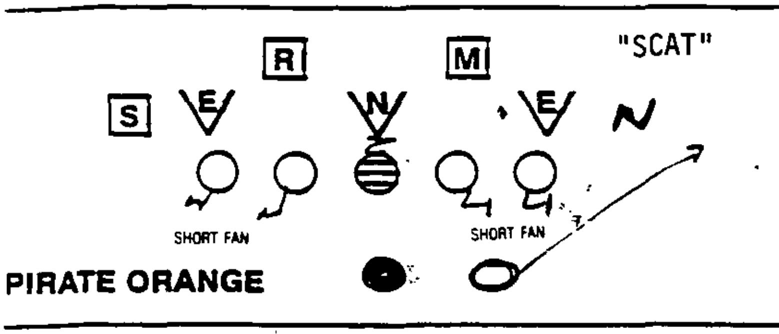
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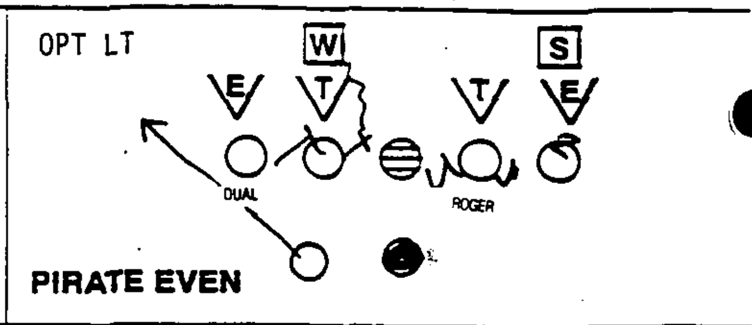


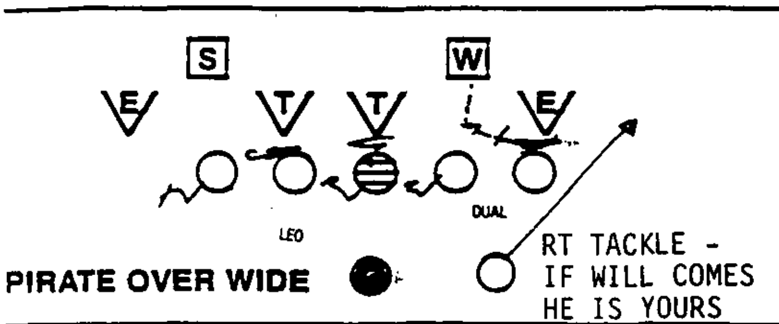
REMARKS

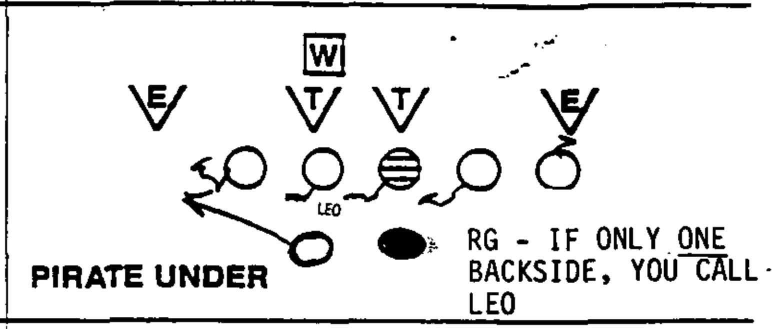
REMARKS

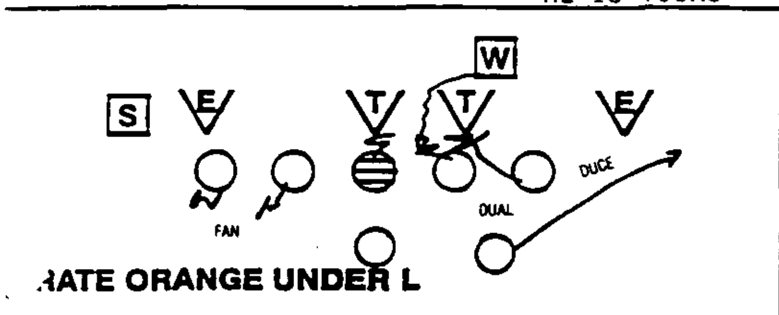
# OPTION RT/LT (VS. ORANGE = SCAT)

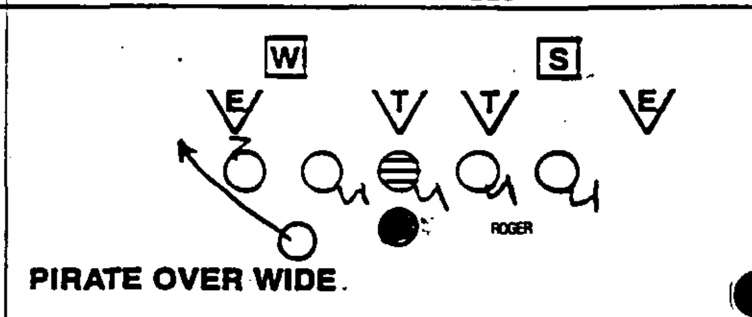


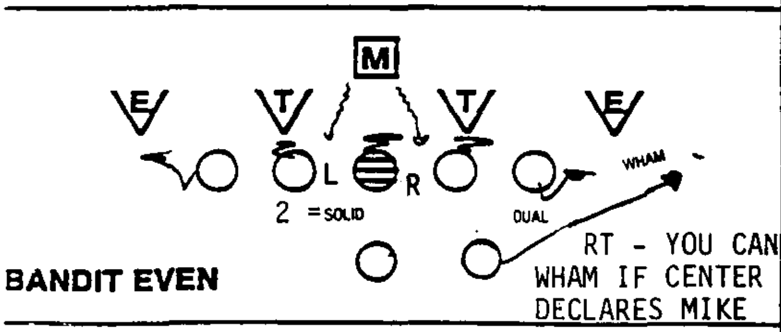



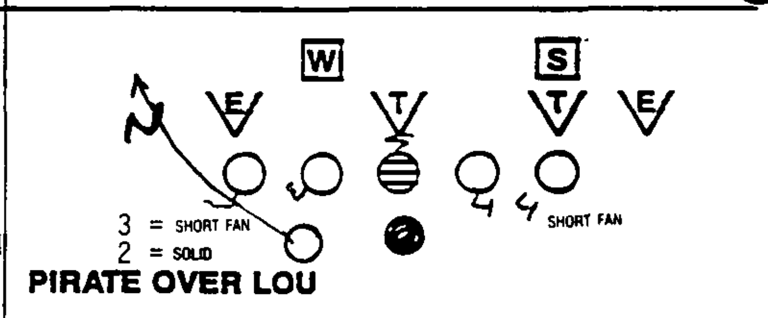



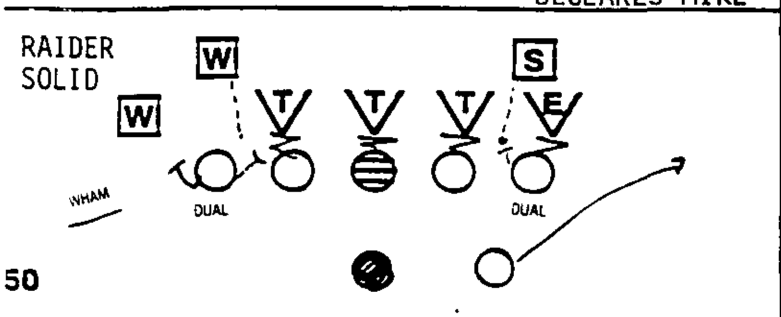



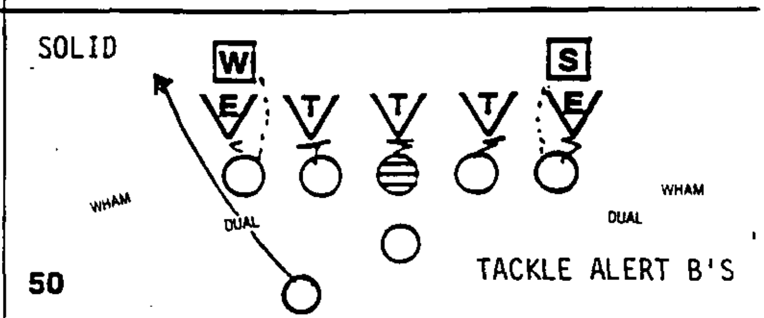



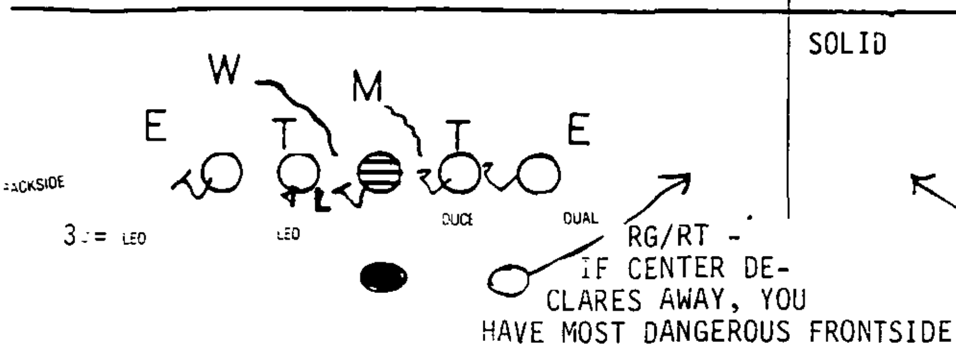



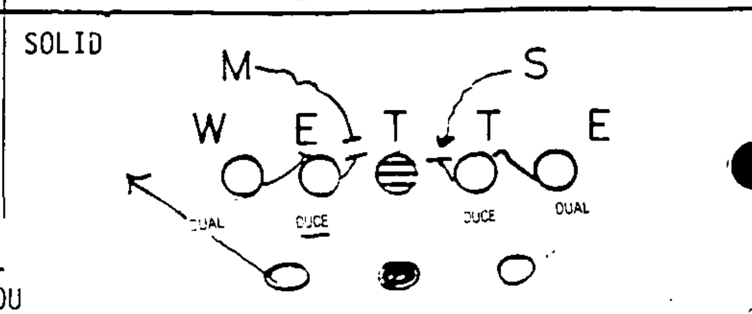



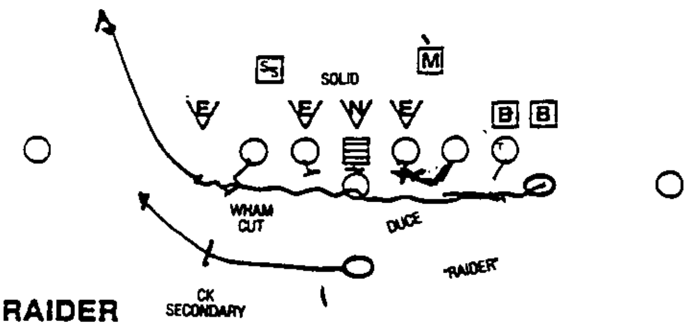



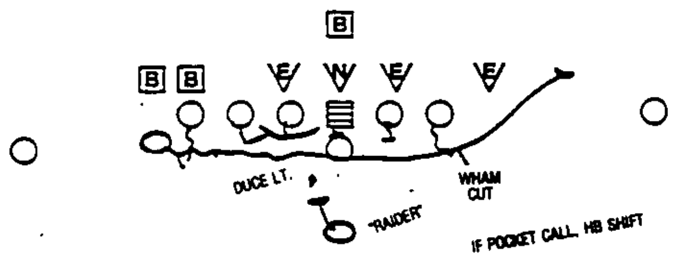



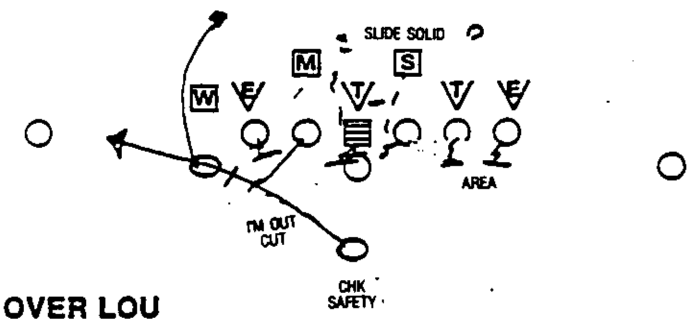





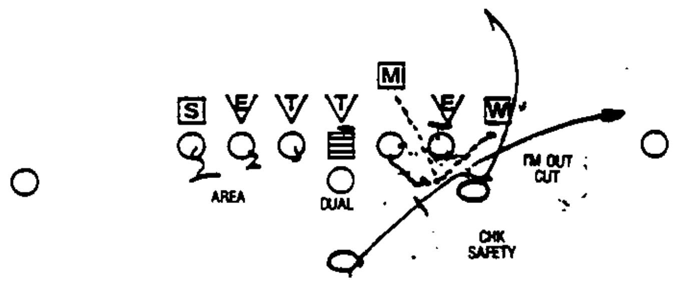

RAIDER




RAIDER

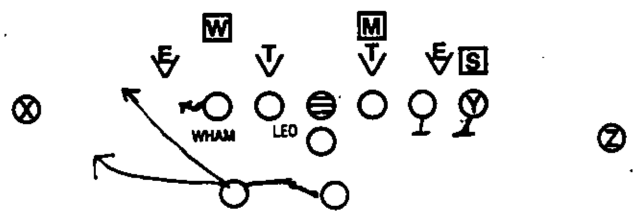



OVER LOU




OVER 50

NOTES




40 L



NOTES



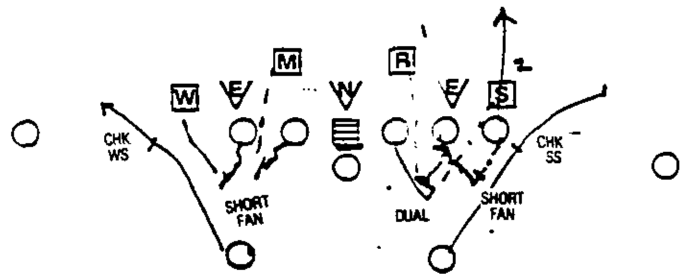
NOTES



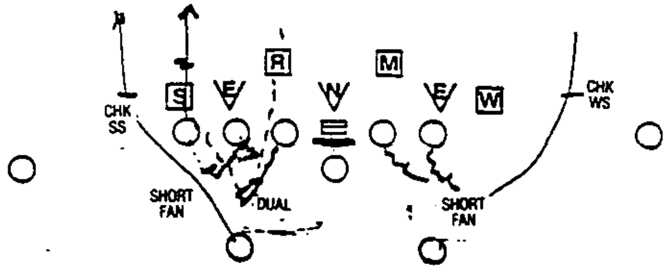
REMARKS

REMARKS

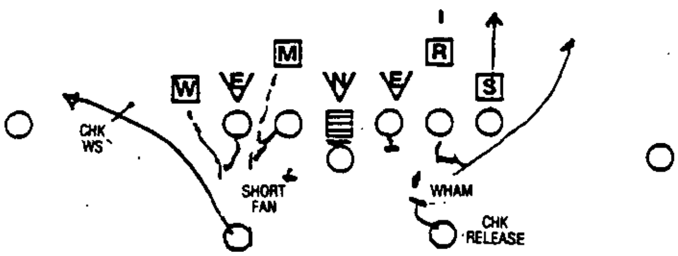
# SCAT QK,MID,DEEP



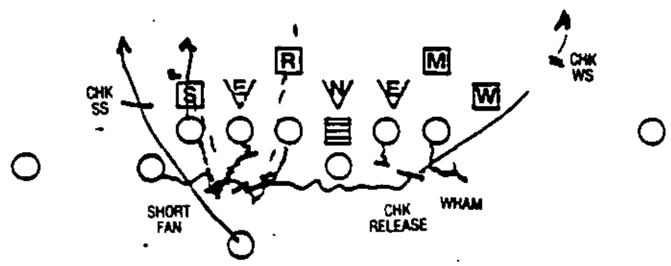

ORANGE



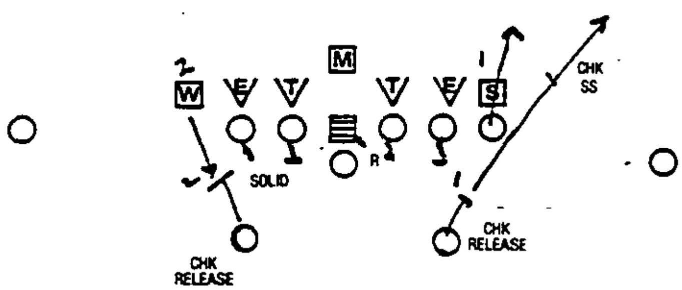

ORANGE



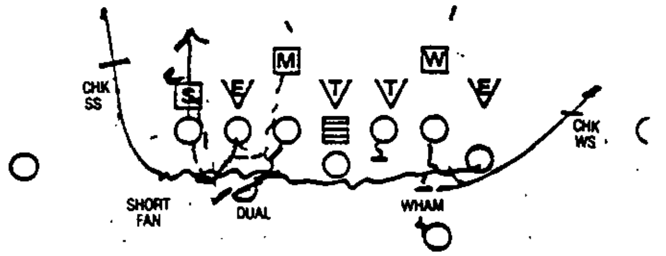

ORANGE OVER WIDE



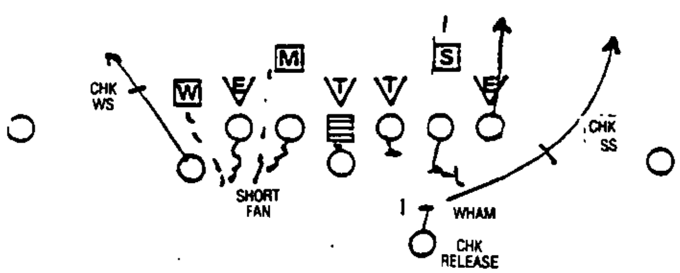

ORANGE UNDER L



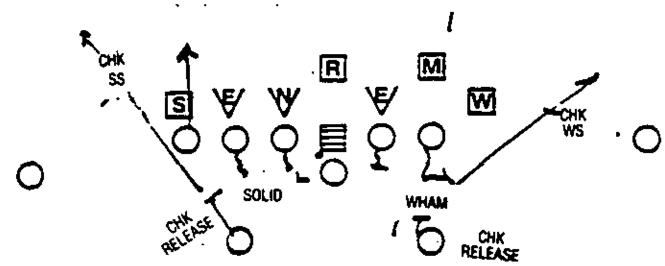

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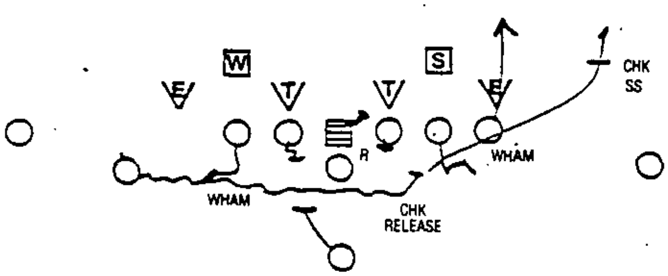

UNDER 40L



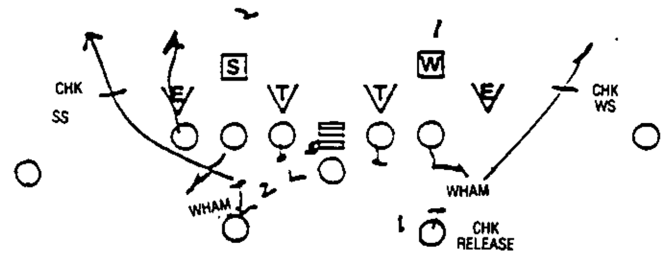

OVER WIDE




ORANGE STRONG

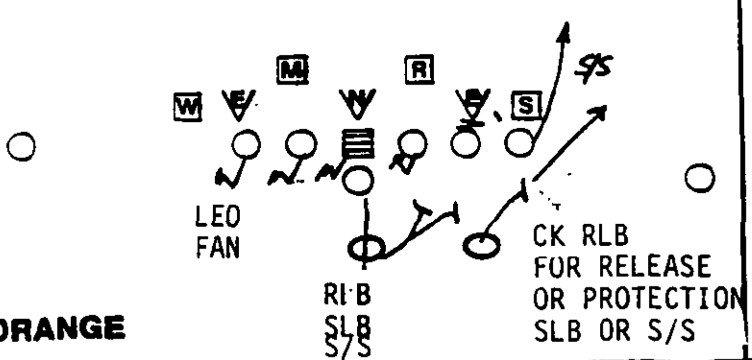



PIRATE

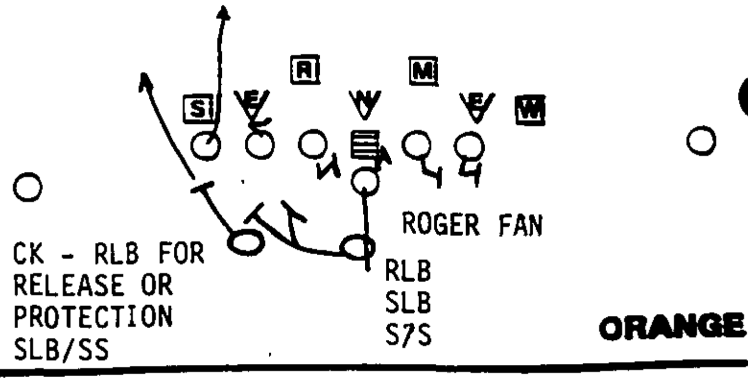



PIRATE

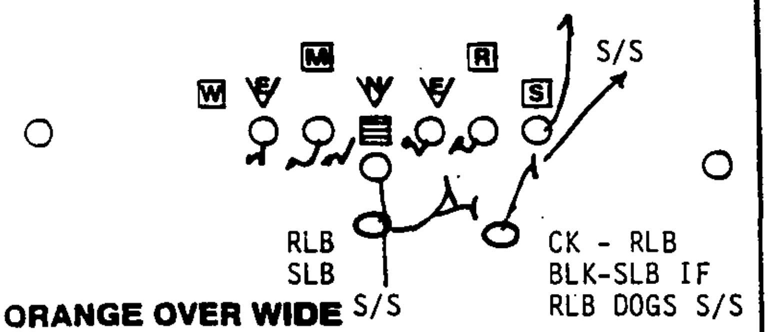
PLAY LUCKY RICKY **FORMATIONS**



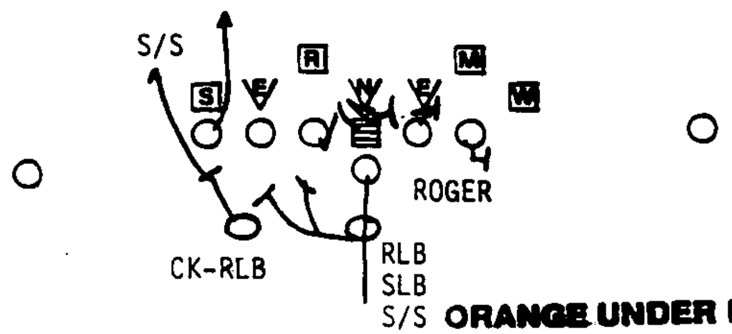

**ORANGE**



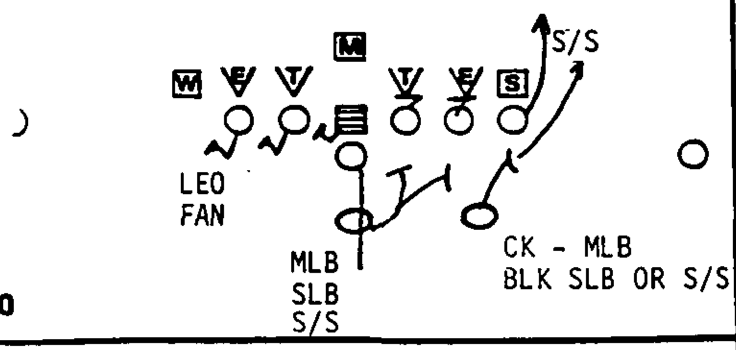

**ORANGE**



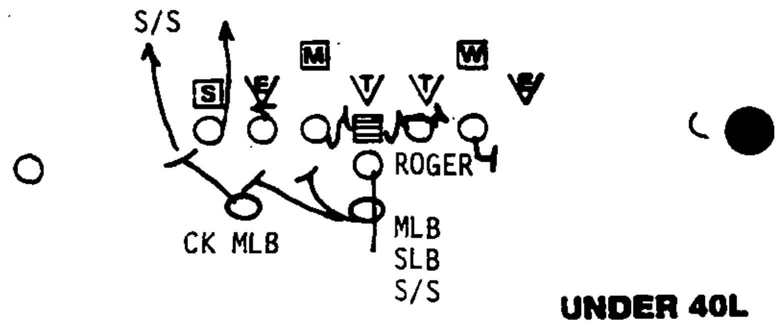

**ORANGE OVER WIDE**



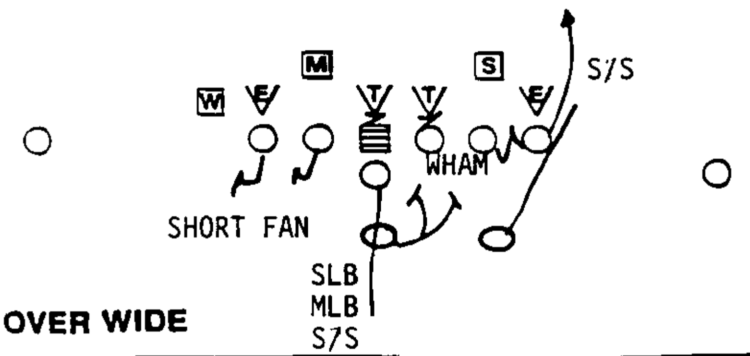

**ORANGE UNDER L**



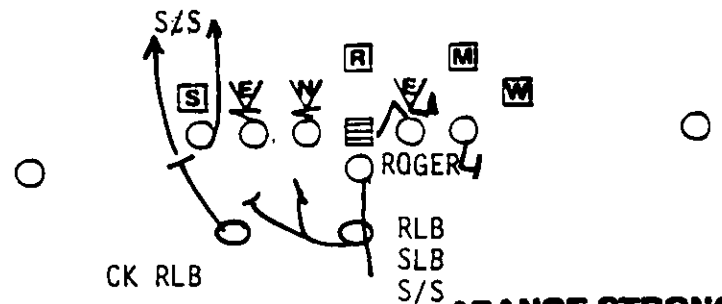

30



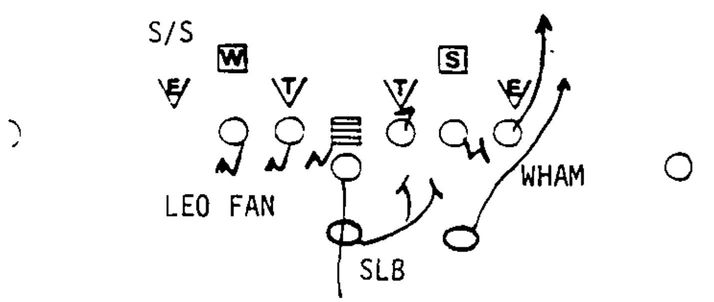

**UNDER 40L**



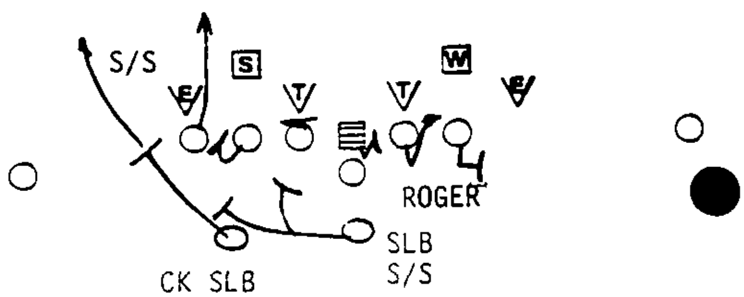

**OVER WIDE**




**ORANGE STRONG**

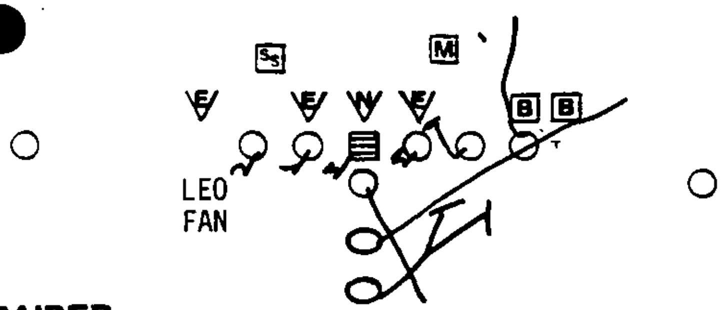


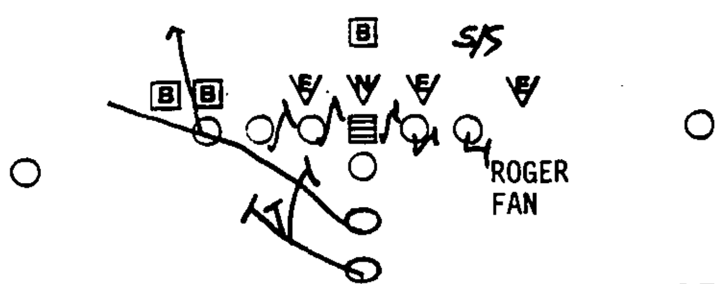

**PIRATE**




**PIRATE**

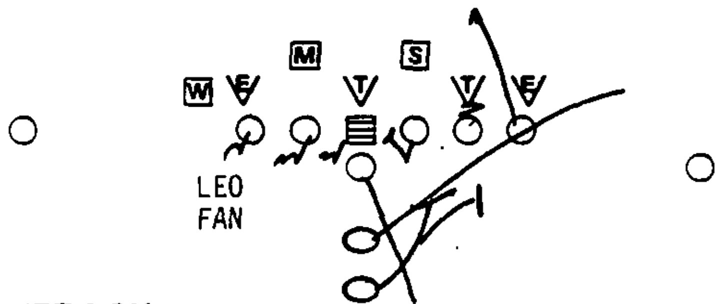
**PLAY** K-LUCKY K-RICKY **FORMATIONS**

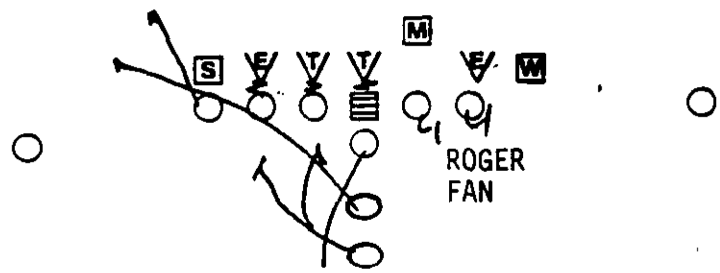



**RAIDER**

**RAIDER**



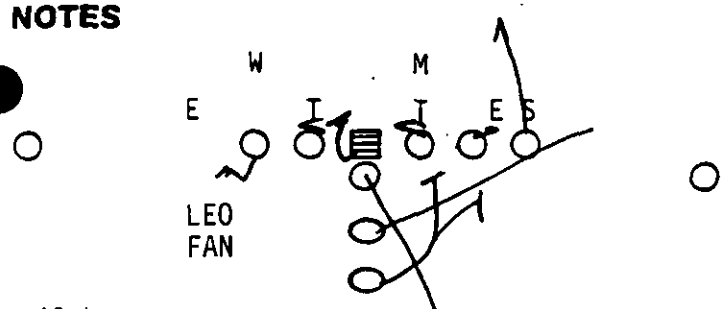




**OVER LOU**

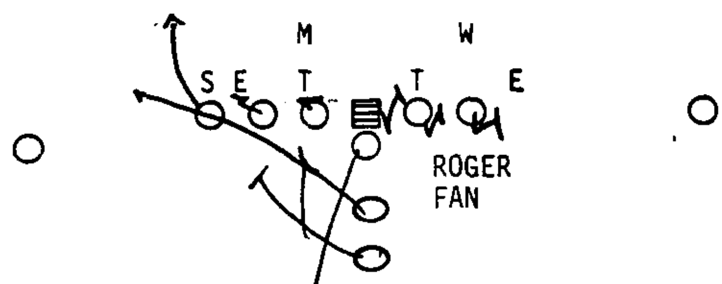
**OVER 50**

**NOTES**

**NOTES**




40-L




40-L

**NOTES**

**NOTES**

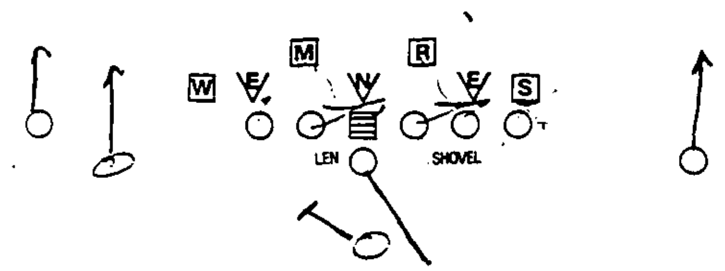




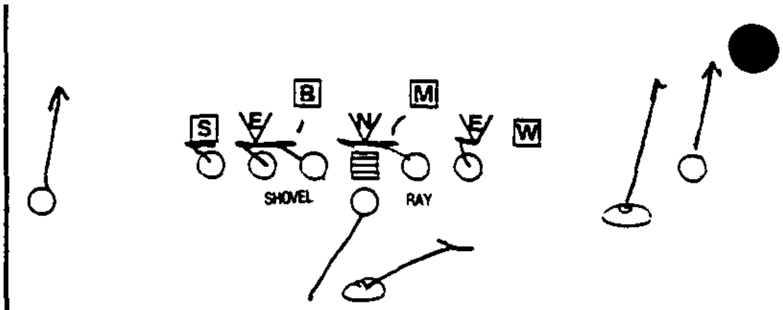
**REMARKS**

**REMARKS**

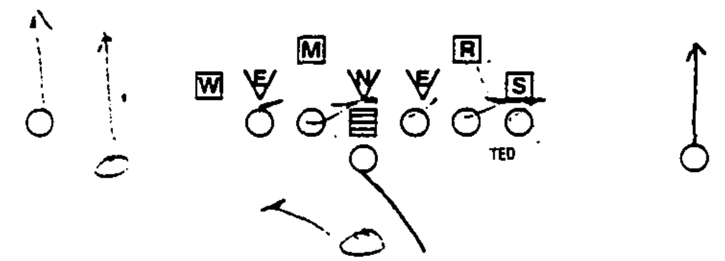
# DASH RT/LT



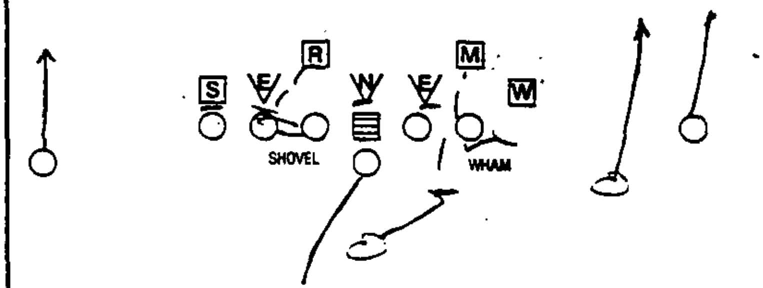

ORANGE



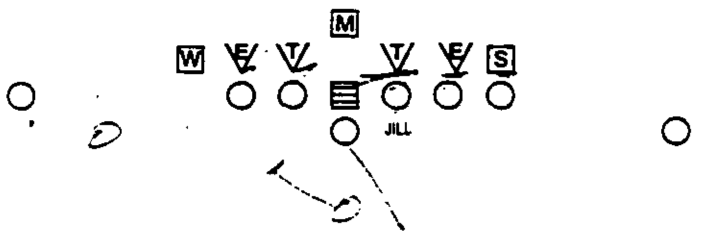

ORANGE



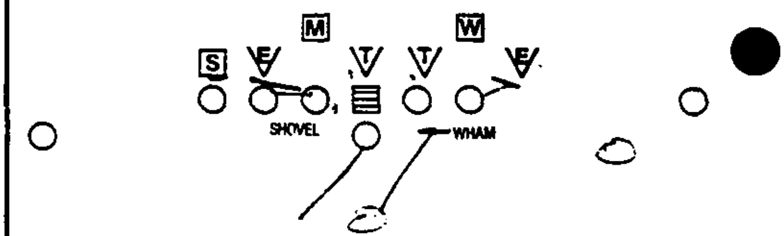

ORANGE OVER WIDE



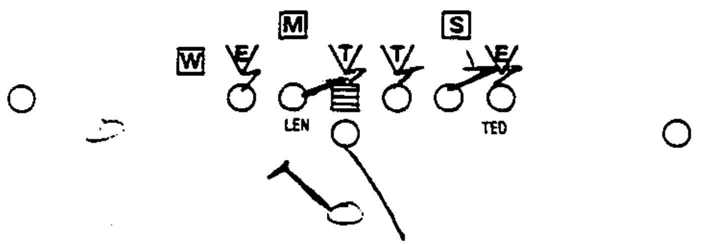

ORANGE UNDER L



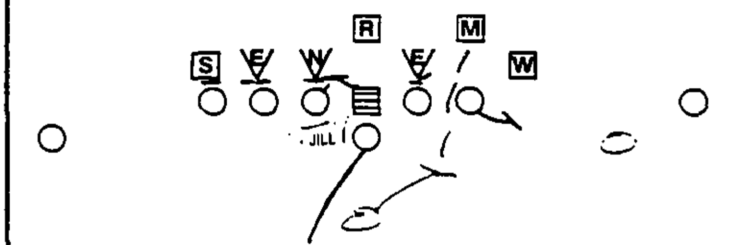

30



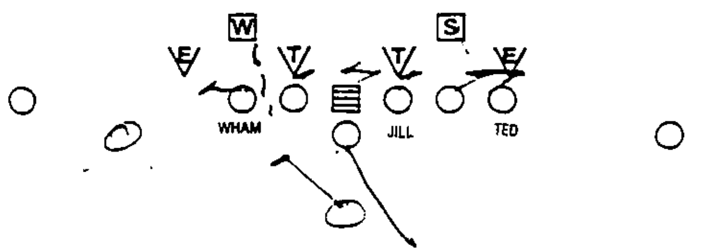

UNDER 40L



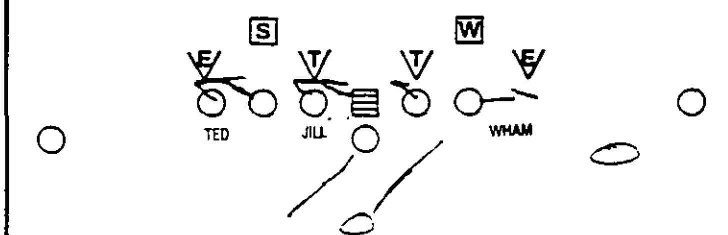

OVER WIDE




ORANGE STRONG

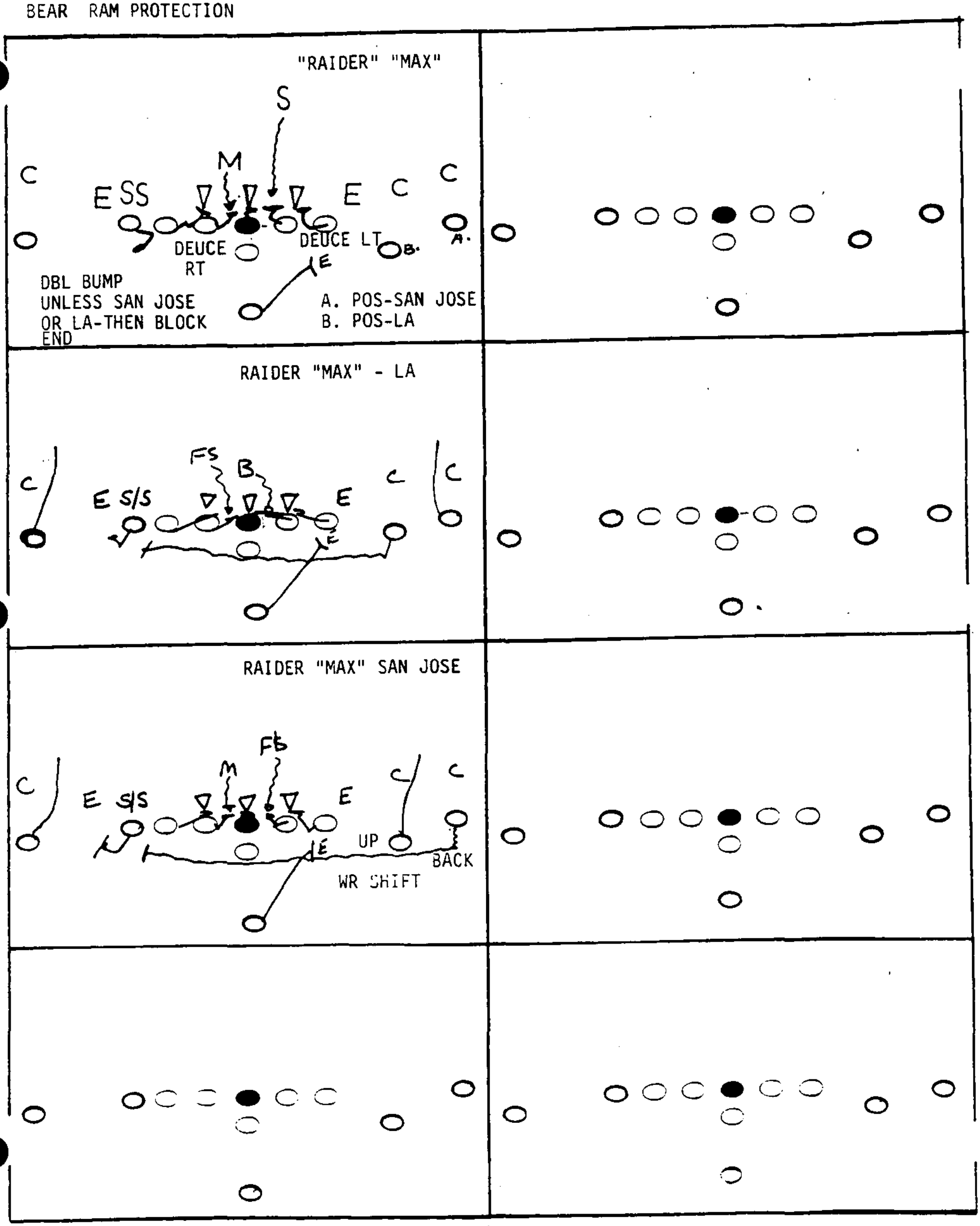



PIRATE

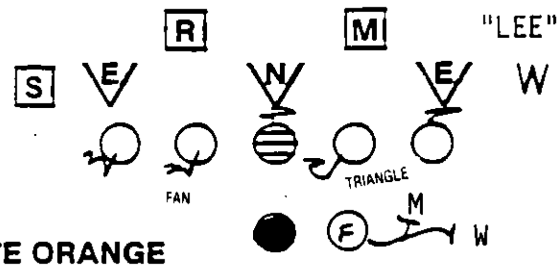



PIRATE

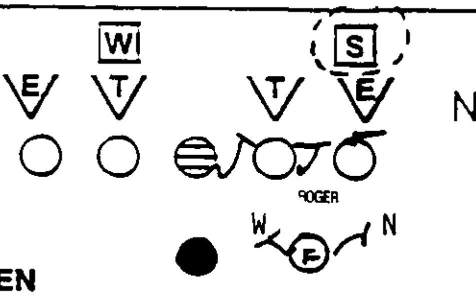
BEAR RAM PROTECTION



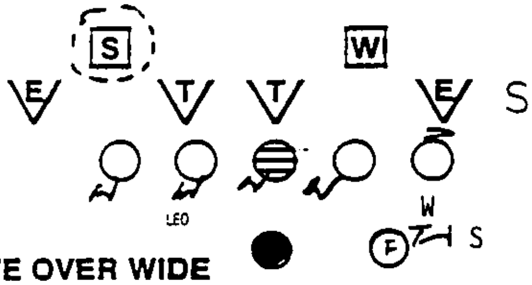
# KEY – (GOES TO LEE VS. ORANGE)



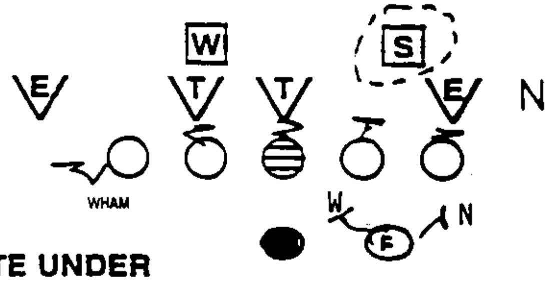

PIRATE ORANGE



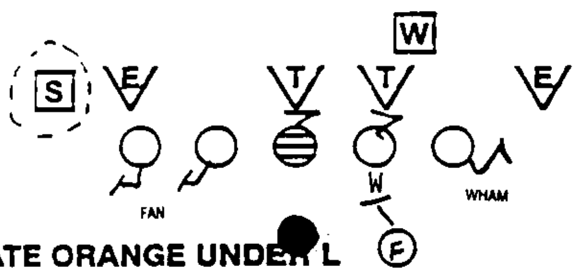

PIRATE EVEN



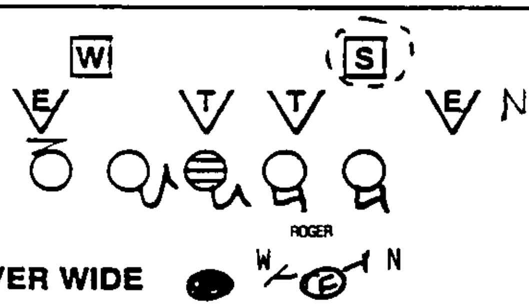

PIRATE OVER WIDE



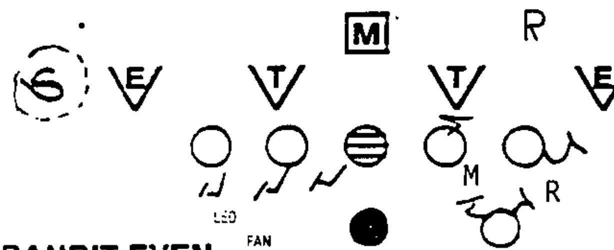

PIRATE UNDER



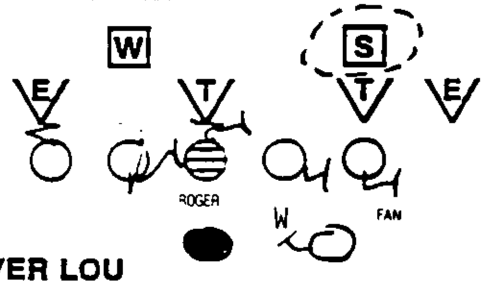

.RATE ORANGE UNDE L




PIRATE OVER WIDE

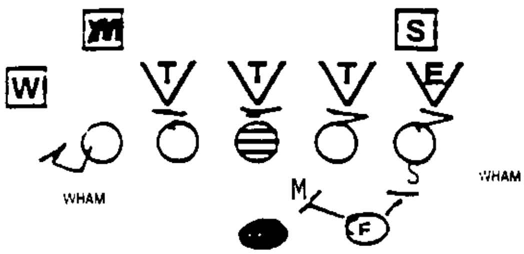



BANDIT EVEN



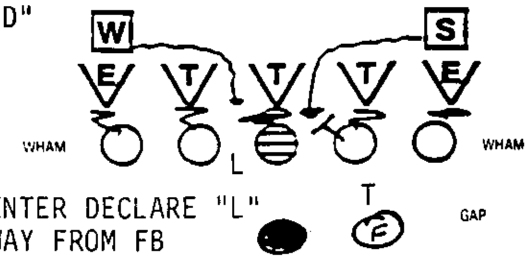

PIRATE OVER LOU

"SOLID"



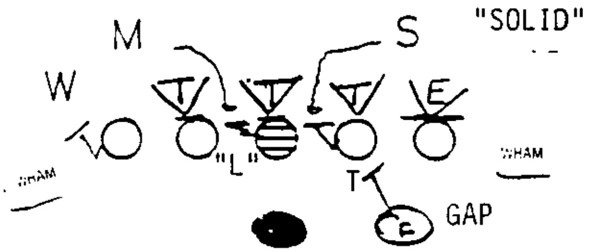

50

"SOLID"




CENTER DECLARE "L"
AWAY FROM FB

50

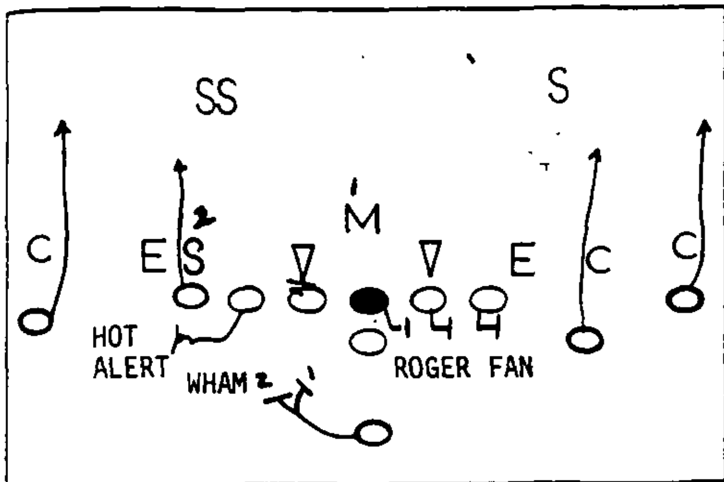


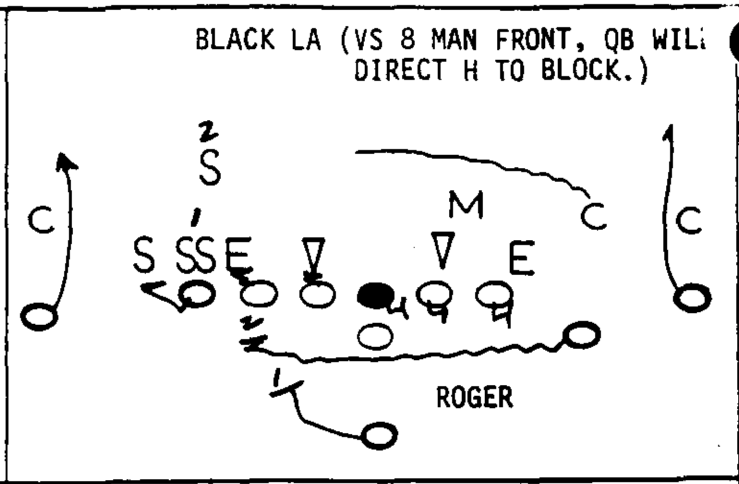

CP - CENTER ON KEY VS. SOLID DOUBLE "A" GAP
MAKE L/R CALL AWAY FROM FB. THEN BLK
NOSE & "A" GAP

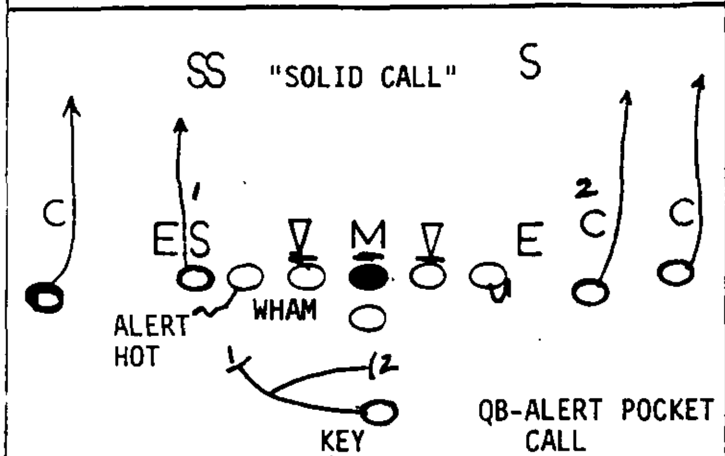


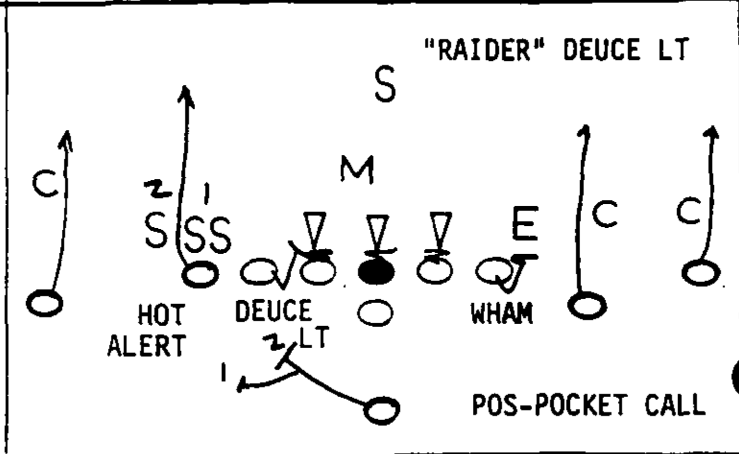
22-19

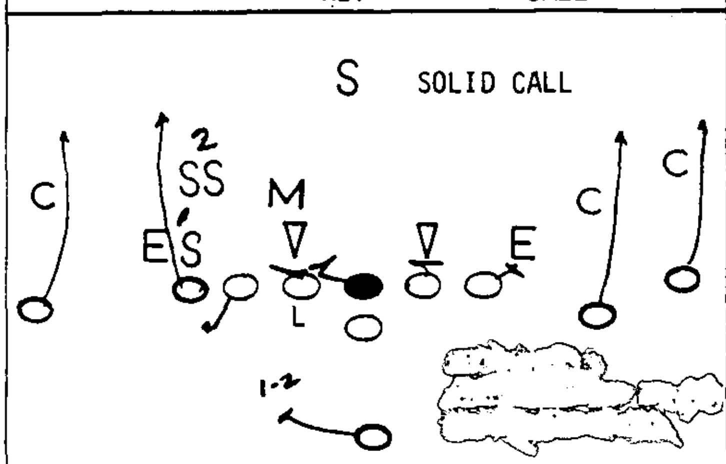
BEAR RAM PROTECTION

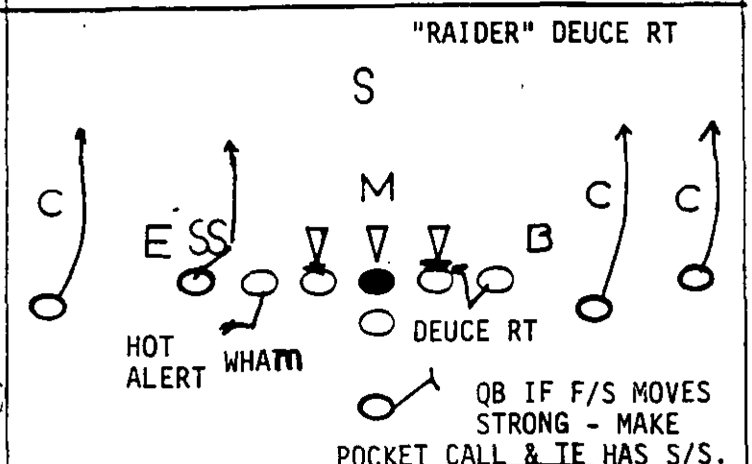


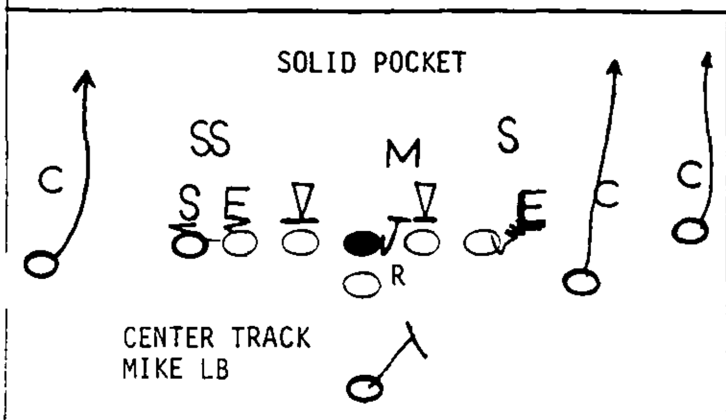



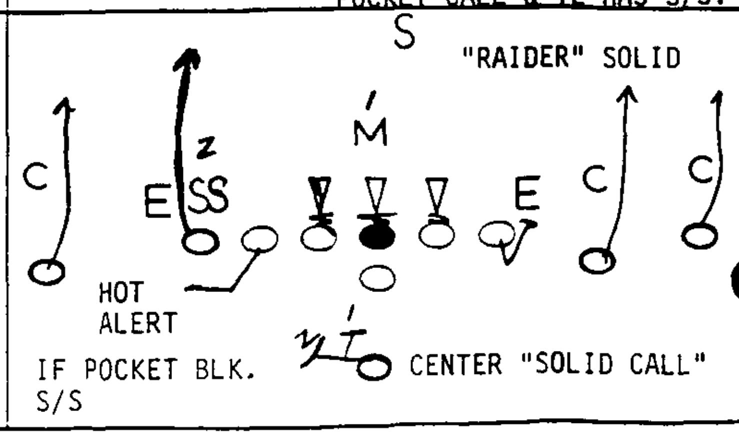



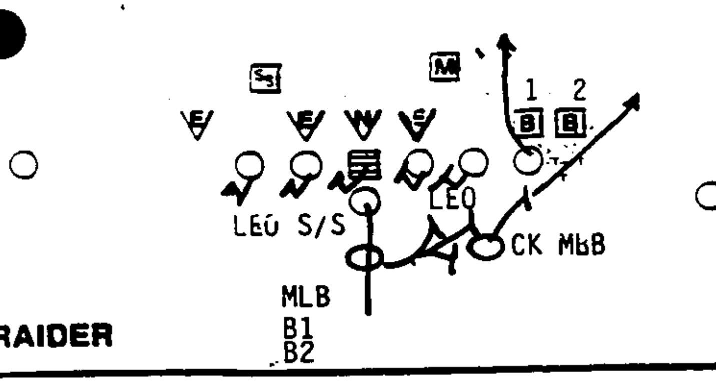



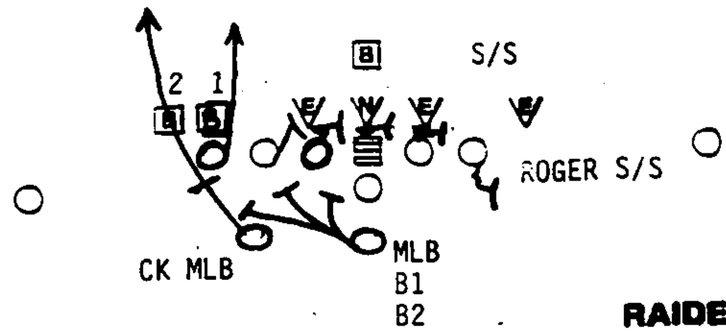



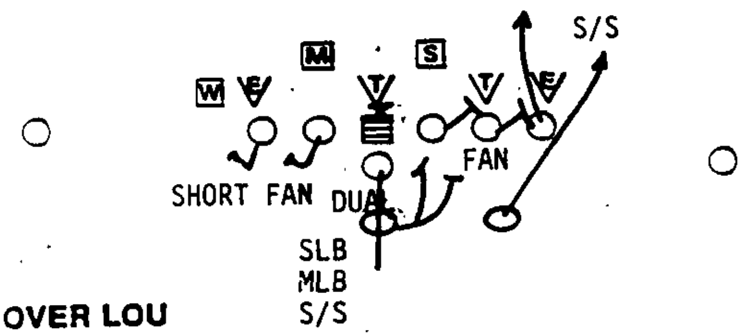
PLAY LUCKY RICKY FORMATIONS



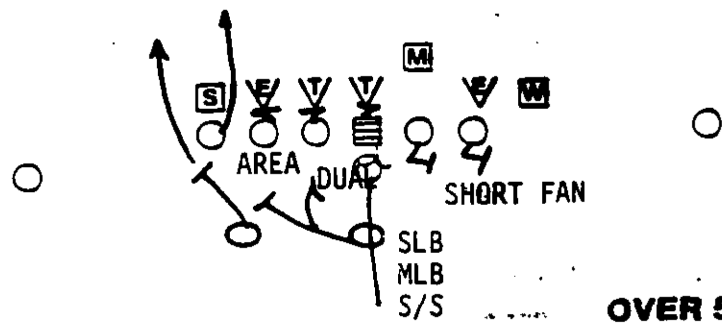

RAIDER




RAIDER



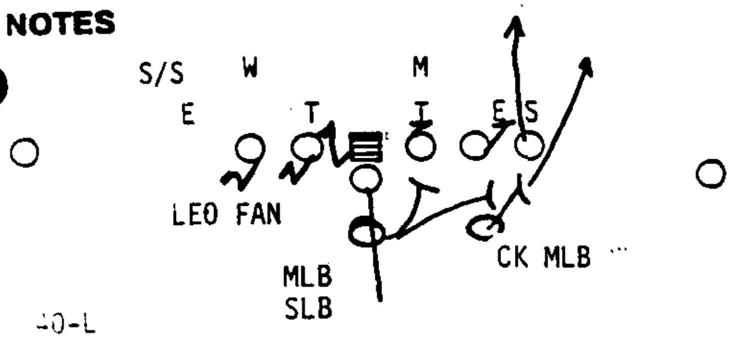

OVER LOU



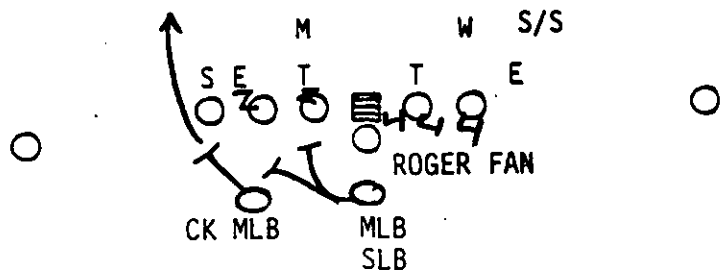

OVER 50

NOTES

NOTES




40-L




40-L

NOTES

NOTES

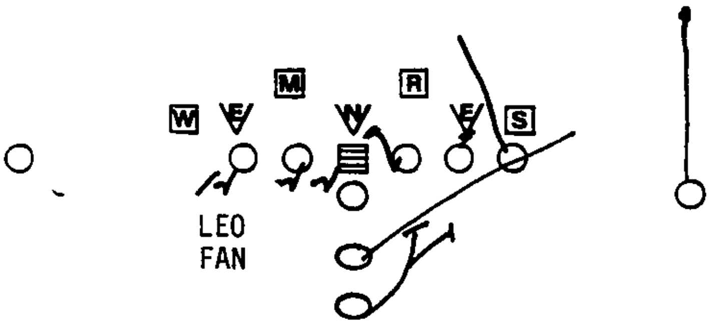




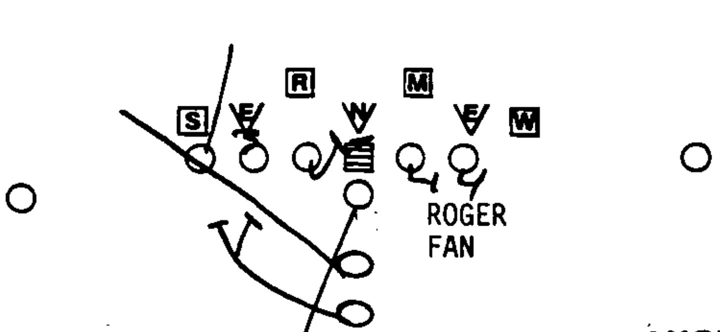
REMARKS

REMARKS

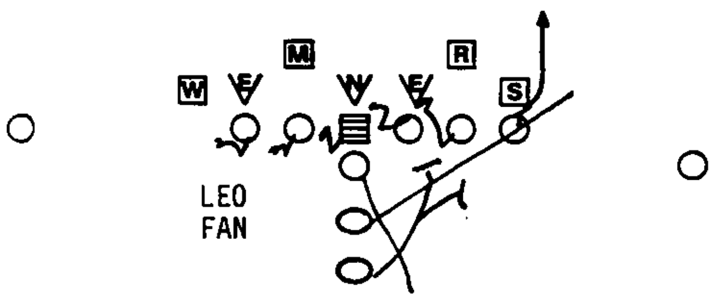
**PLAY** K-LUCKY K-RICKY **FORMATIONS**



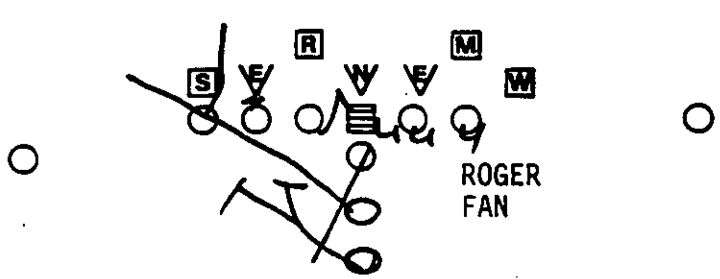

**ORANGE**



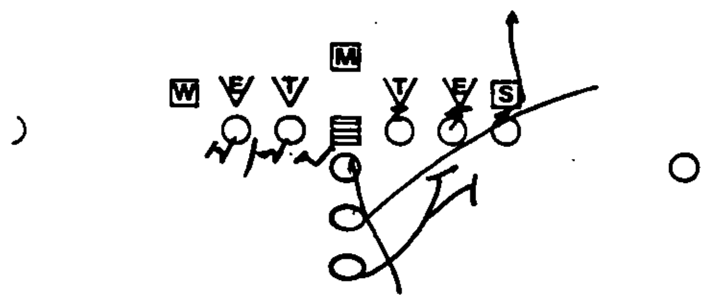

**ORANGE**



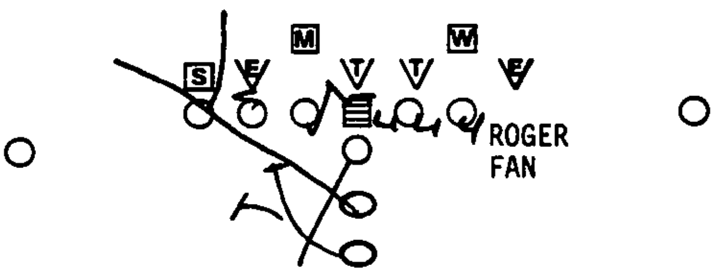

**ORANGE OVER WIDE**



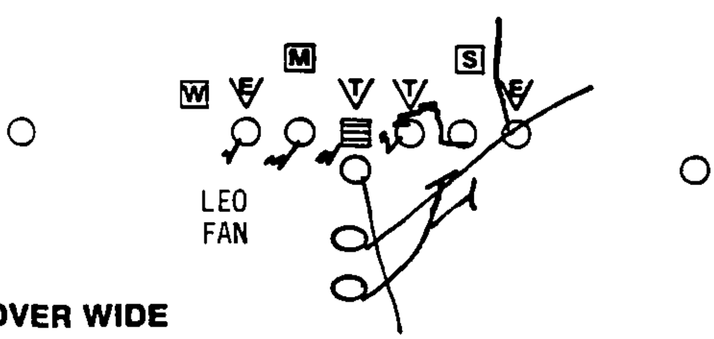

**ORANGE UNDER L**



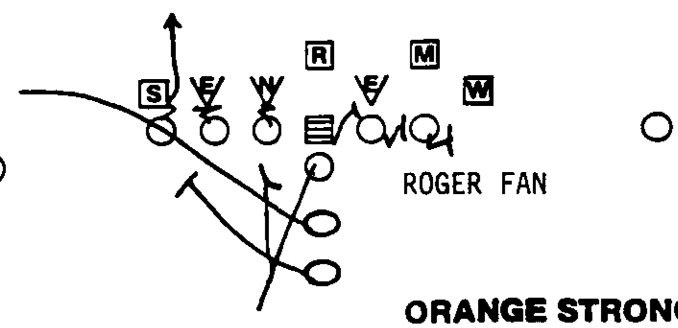
**30**



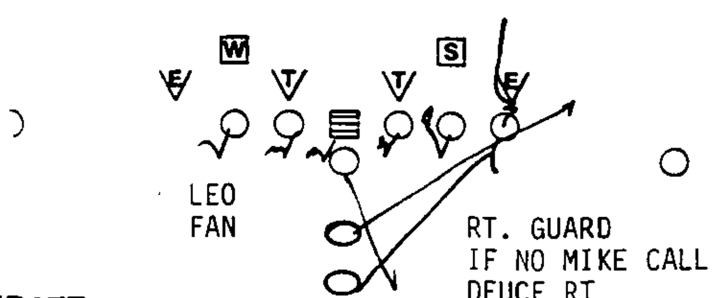

**UNDER 40L**



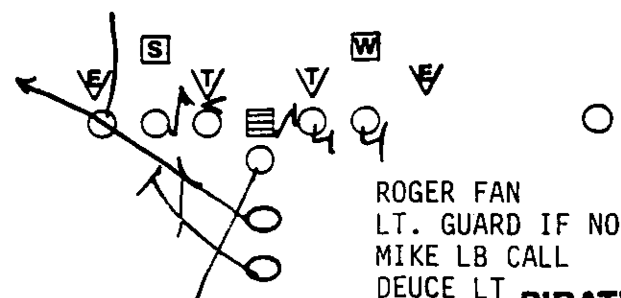

**OVER WIDE**




**ORANGE STRONG**

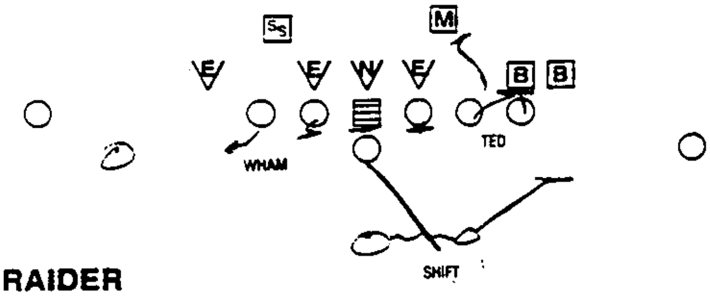



**PIRATE**

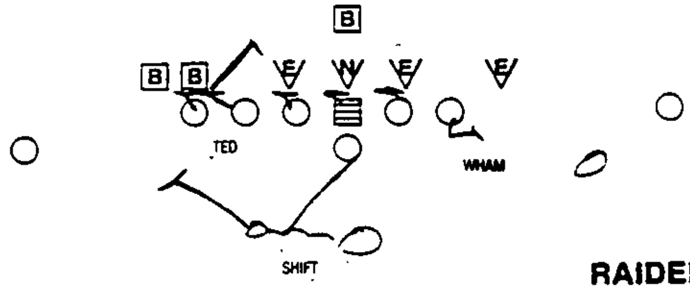



**PIRATE**

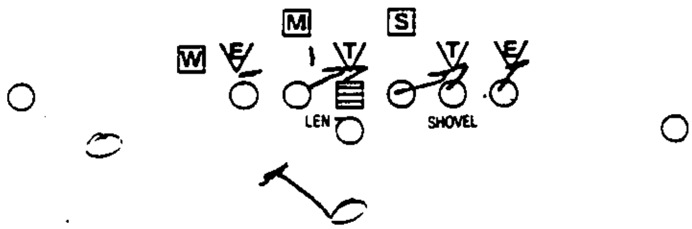
# DASH RT/LT



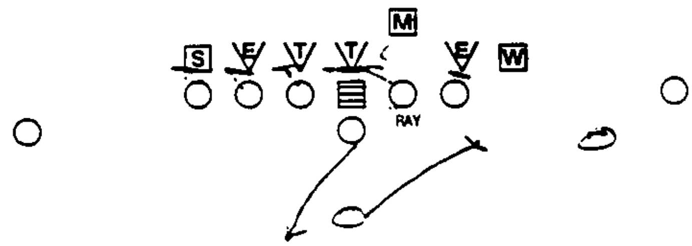

RAIDER




RAIDER

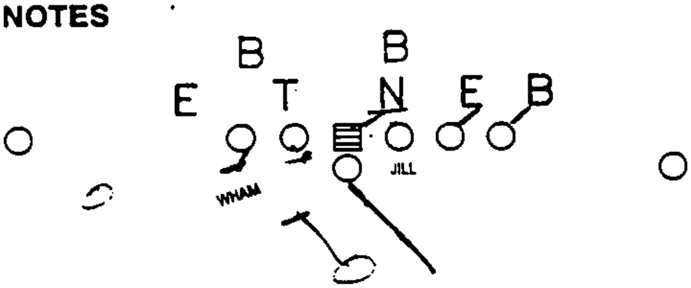



OVER LOU




OVER 50

NOTES




40 L

QB CAN BRING BACK STRONG

NOTES



NOTES



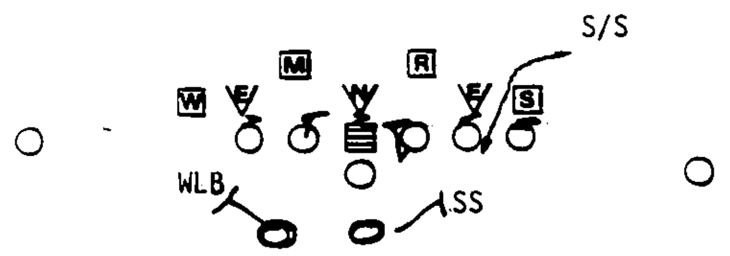
NOTES



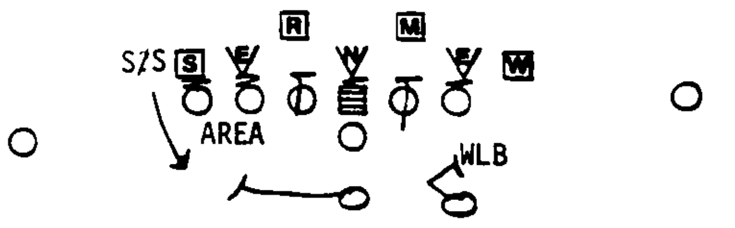
REMARKS

REMARKS

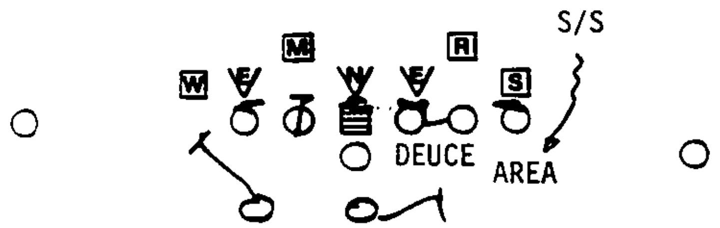
PLAY BLACK - "BOGART" = FB BLOCK STRONG SAFETY **FORMATIONS**



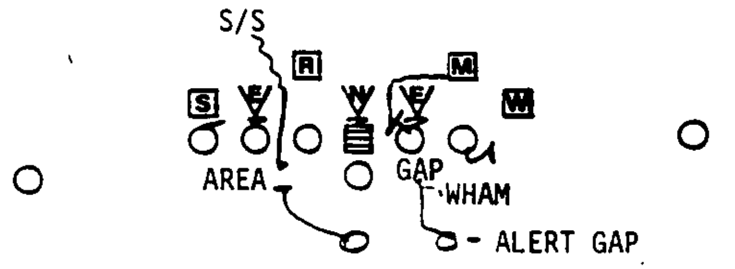

**ORANGE**



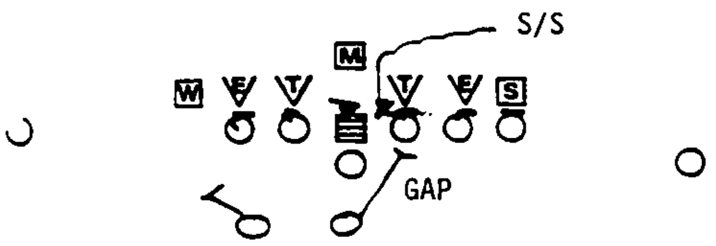

**ORANGE**



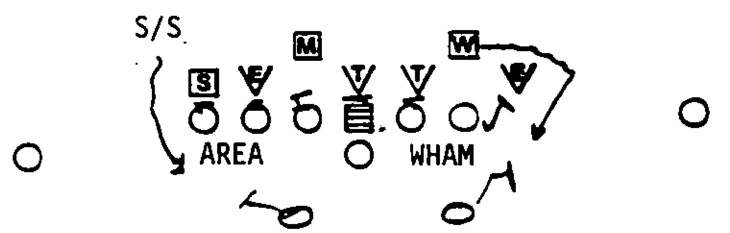

**ORANGE OVER WIDE**



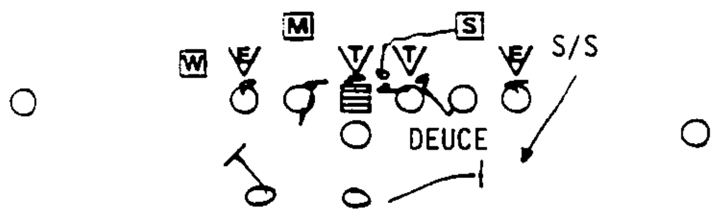

**ORANGE UNDER L**



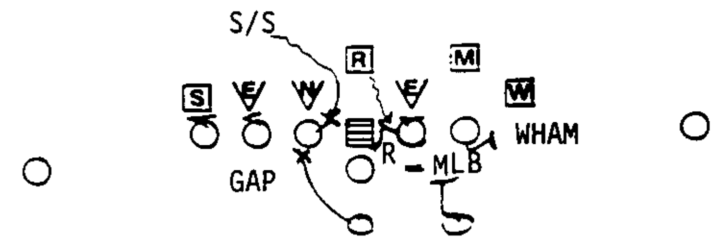

**30**



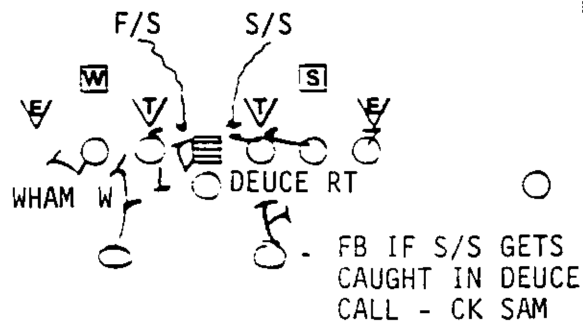

**UNDER 40L**



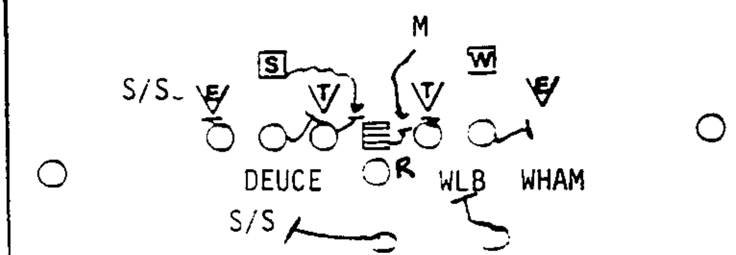

**OVER WIDE**




**ORANGE STRONG**

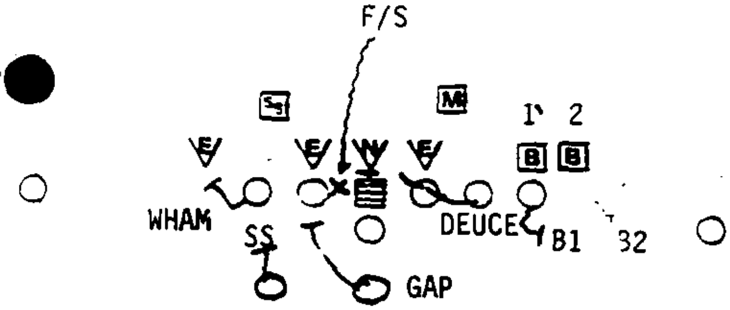


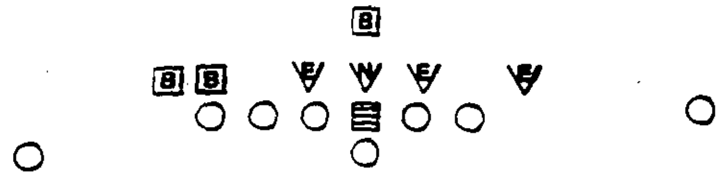

**PIRATE**



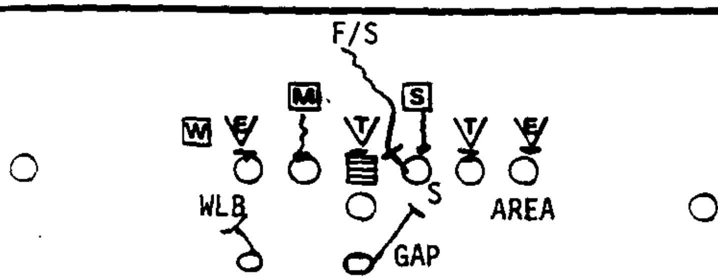

**PIRATE**

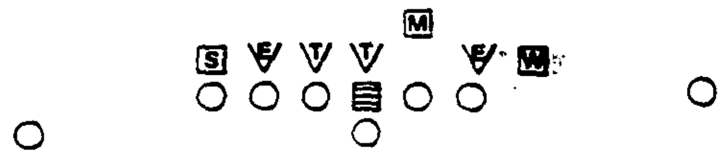
PLAY STING **FORMATIONS**



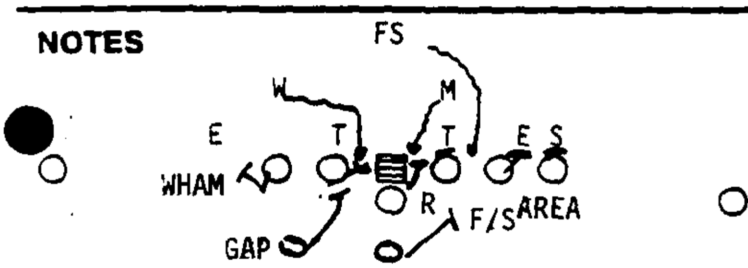
**RAIDER** **RAIDER**

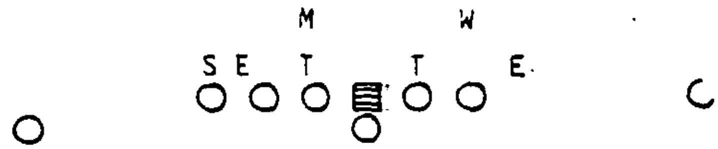


**OVER LOU** **OVER 50**

**NOTES** **NOTES**

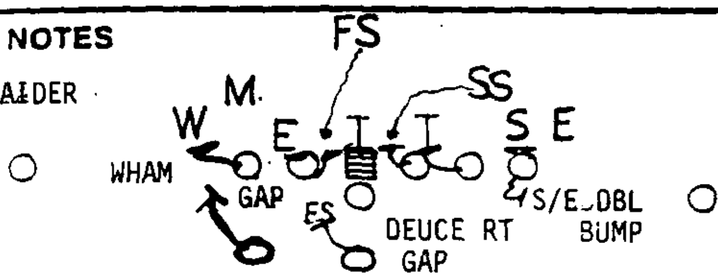



40-L 40-L

**NOTES** **NOTES**

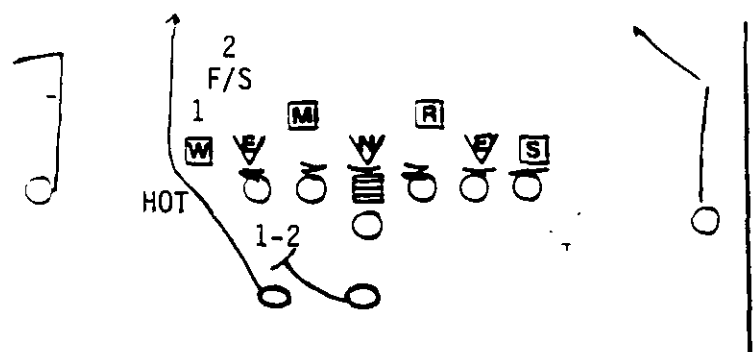
RAIDER



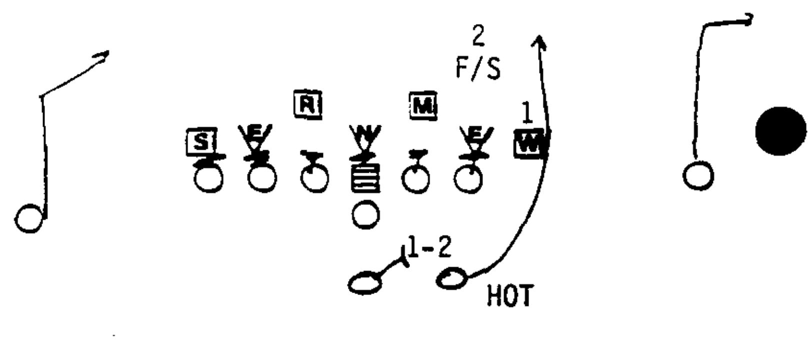



**REMARKS** **REMARKS**

PLAY BLACK STING "LION" (32) BLACK STING "RANGO" **FORMATIONS**

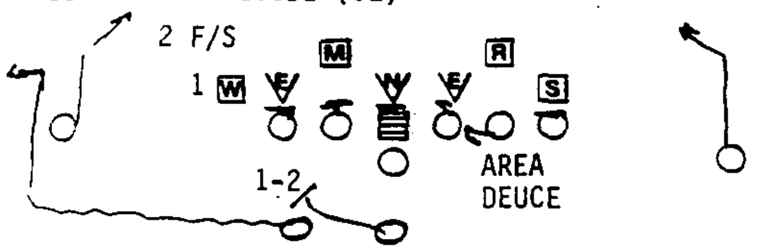



**ORANGE**



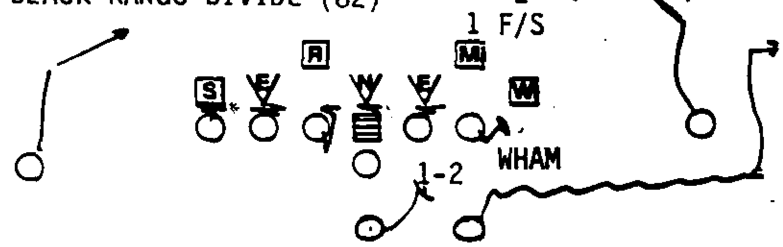

**ORANGE**

BLACK LION DIVIDE (82)

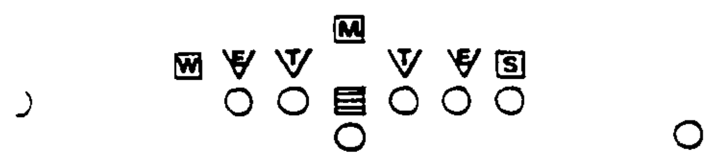



**ORANGE OVER WIDE**

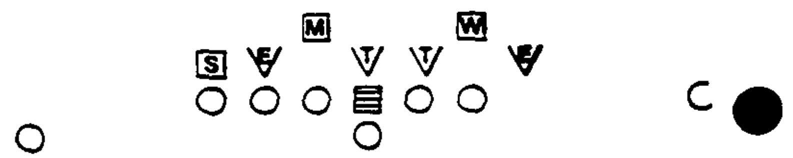
BLACK RANGO DIVIDE (82)



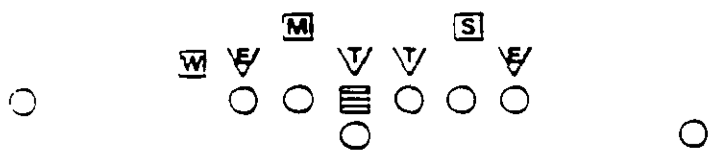

**ORANGE UNDER L**



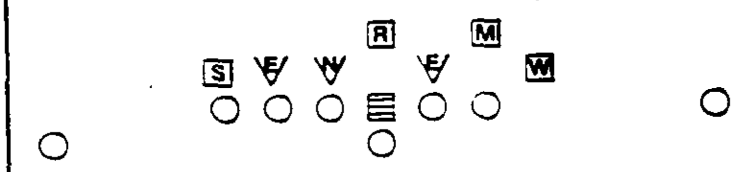
**30**



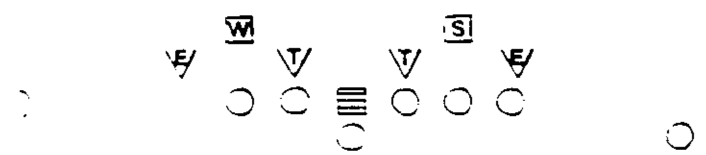
**UNDER 40L**



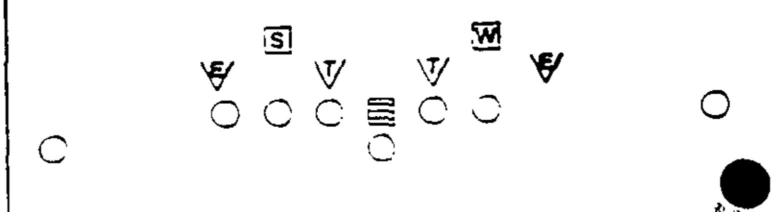
**OVER WIDE**



**ORANGE STRONG**

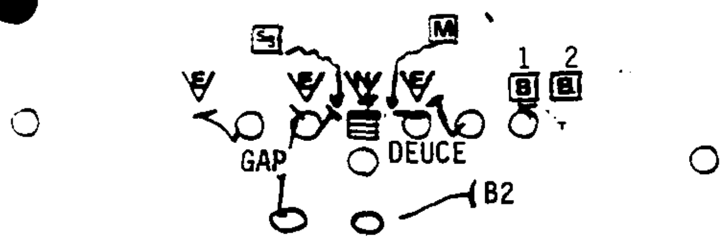


**PIRATE**



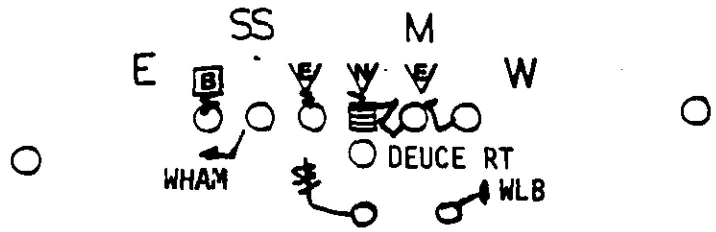
**PIRATE**

**PLAY** BLACK - "BOGART" = FB BLOCK STRONG SAFETY **FORMATIONS**



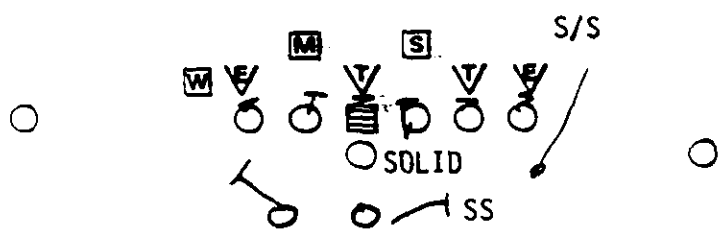

**RAIDER**

RAIDER

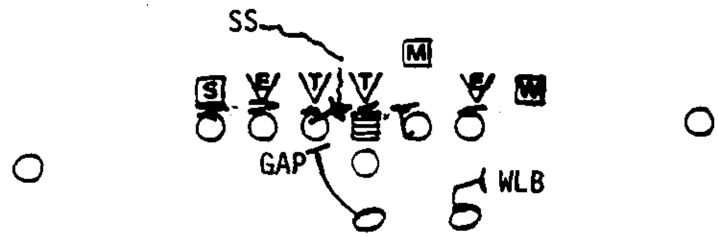



FB-ALERT "A" GAP
WITH LEFT GUARD

**RAIDER**

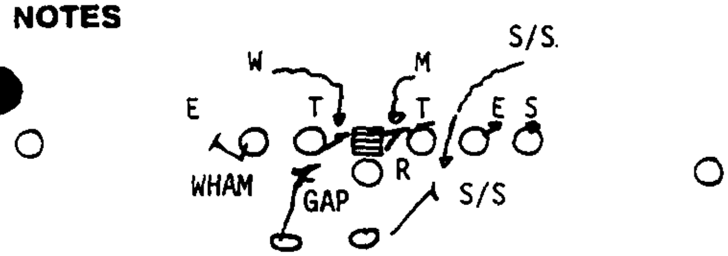



**OVER LOU**



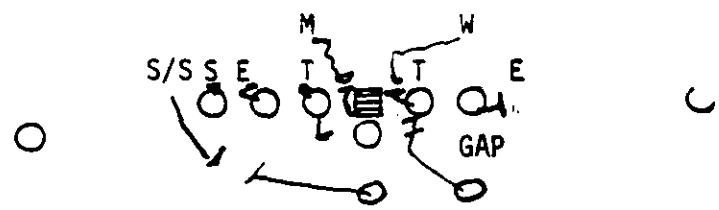

**OVER 50**

**NOTES**




40-L

**NOTES**




40-L

**NOTES**



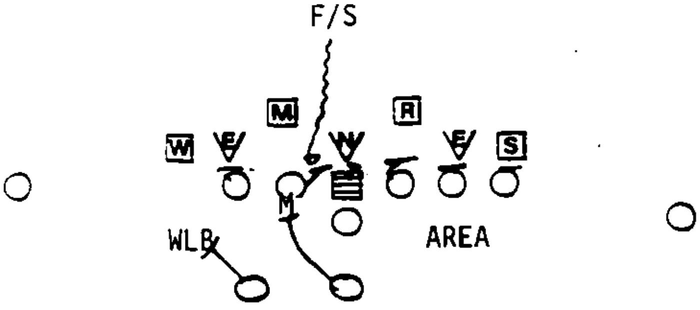
**NOTES.**



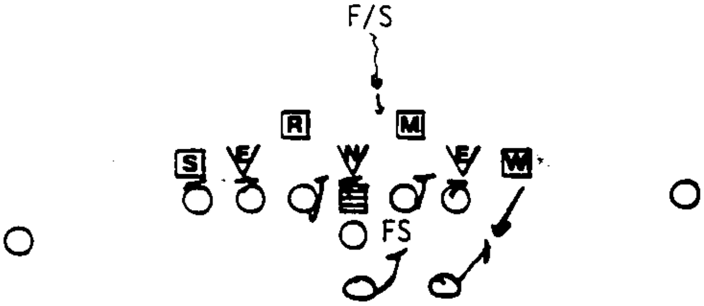
**REMARKS**

**REMARKS**

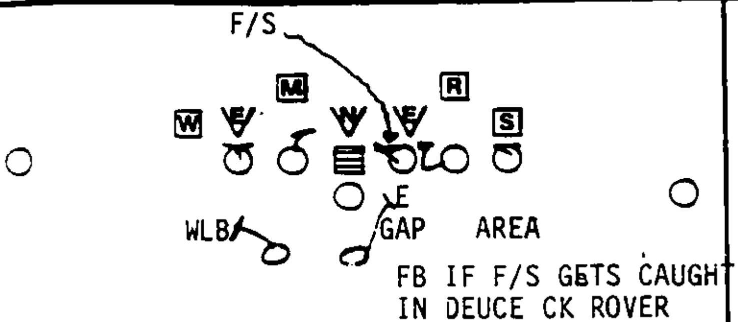
PLAY BLACK STING - FB BLOCKS F/S **FORMATIONS**



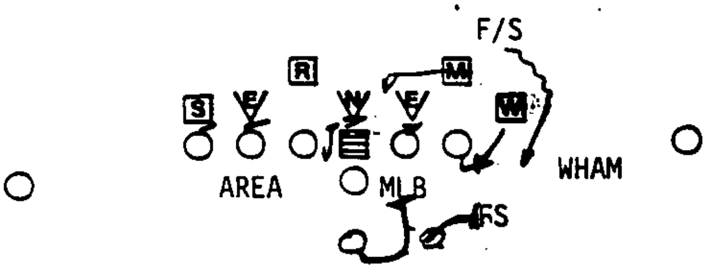

**ORANGE**



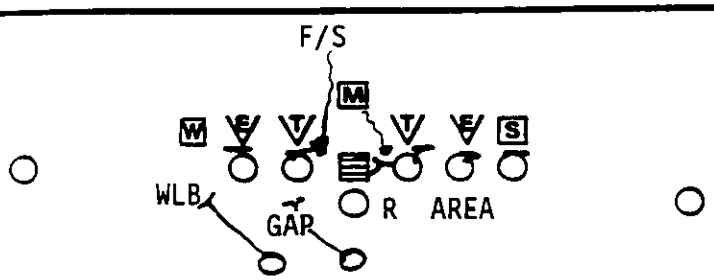

**ORANGE**

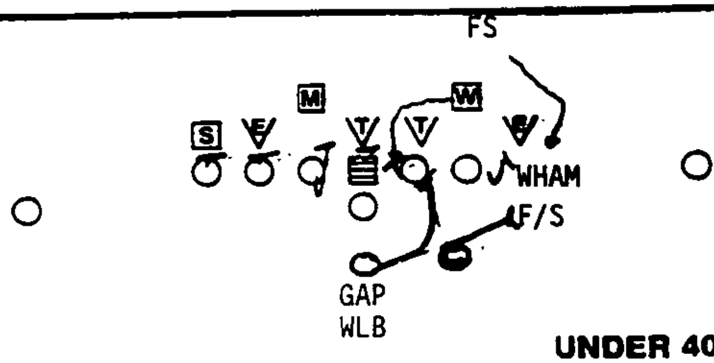



**ORANGE-OVER WIDE**



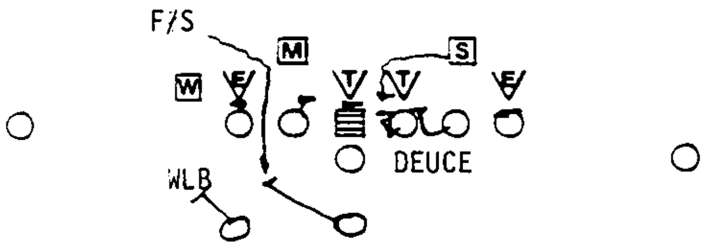

**ORANGE UNDER L**



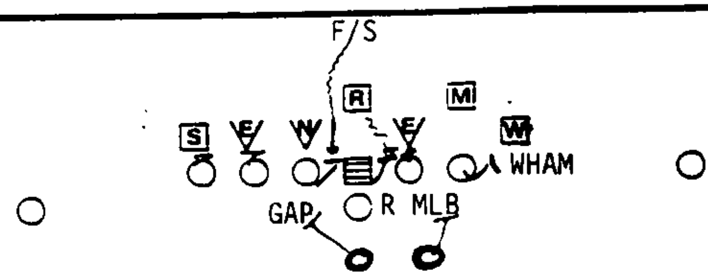




30

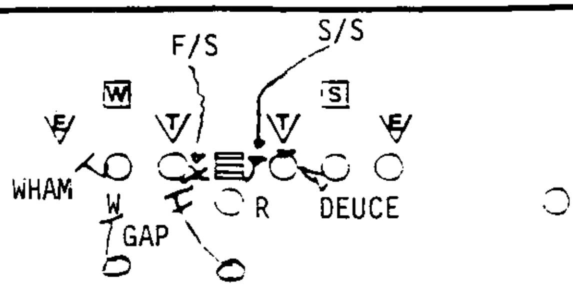
**UNDER 40L**



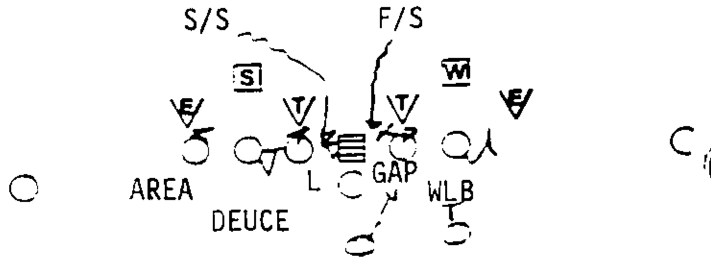

**OVER WIDE**




**ORANGE STRONG**

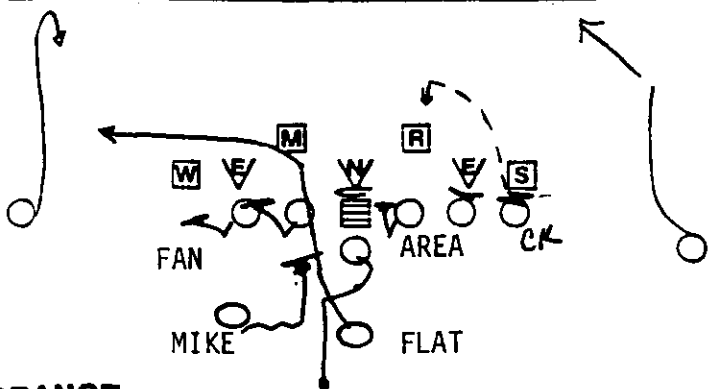



**PIRATE**

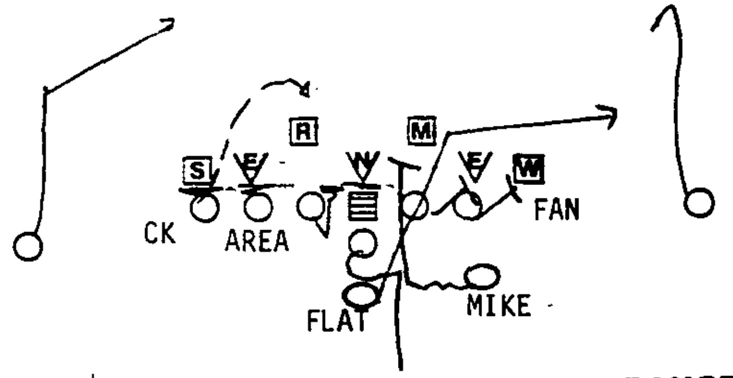



**PIRATE**

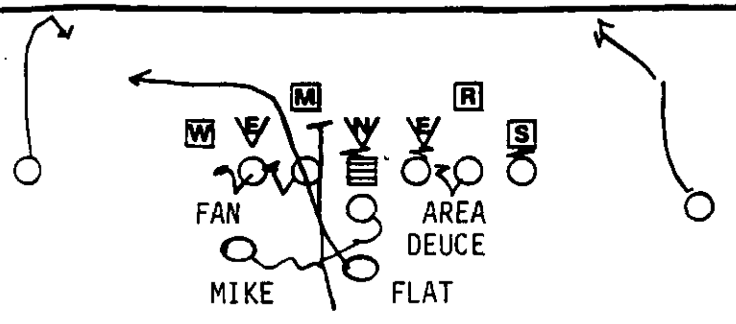
**PLAY** F.P. ROLL DRAW 3/2 4Ø8 FLAT **FORMATIONS**



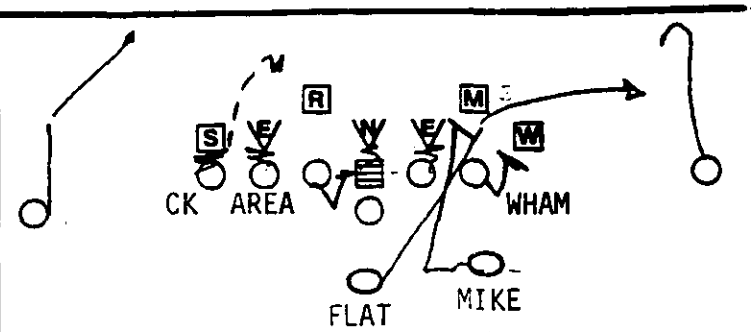

**ORANGE**



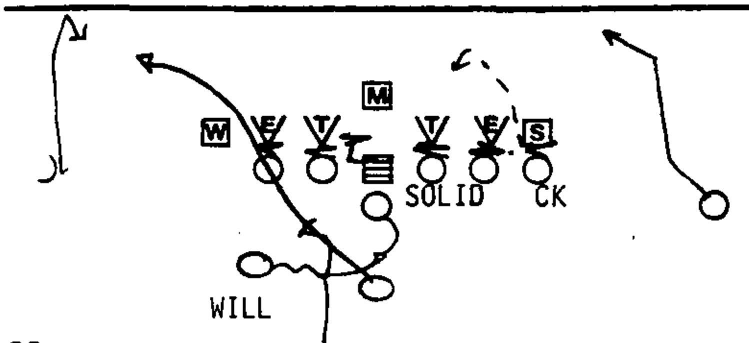

**ORANGE**



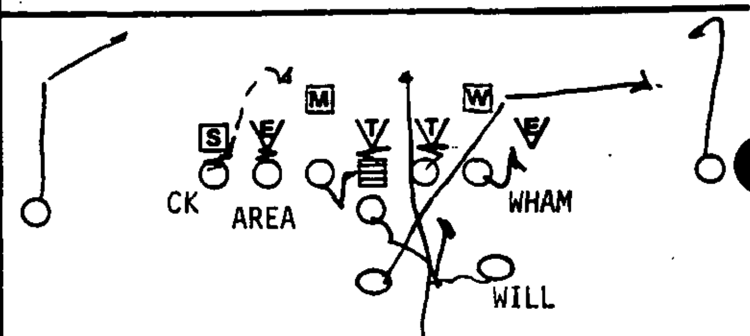

**ORANGE OVER WIDE**



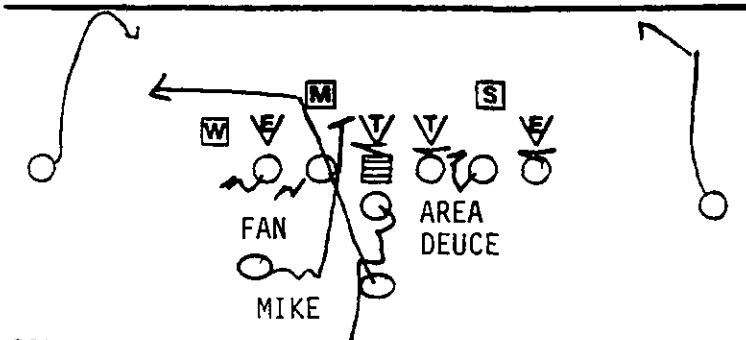

**ORANGE UNDER L**



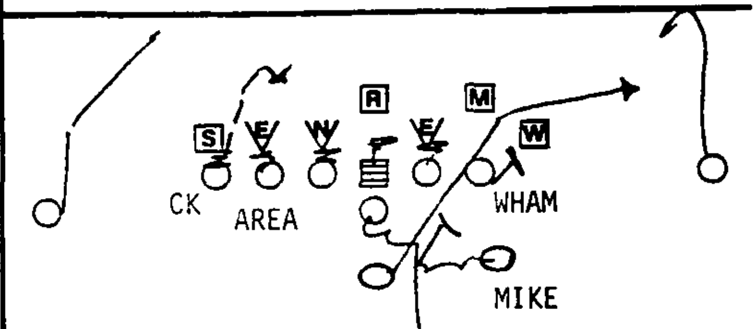

**30**



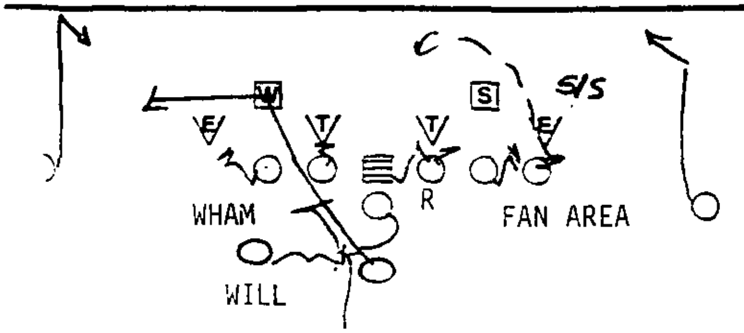

**UNDER 40L**



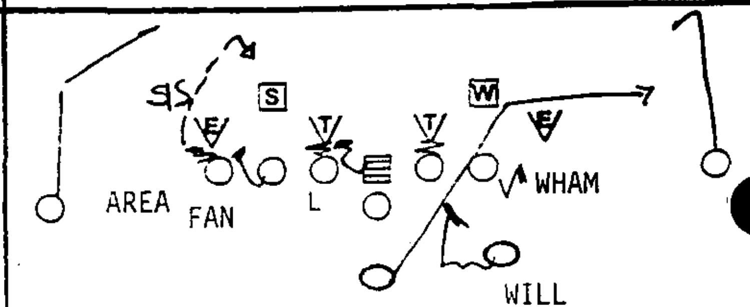

**OVER WIDE**




**ORANGE STRONG**

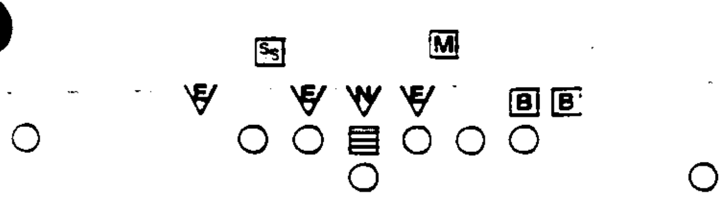



**PIRATE**



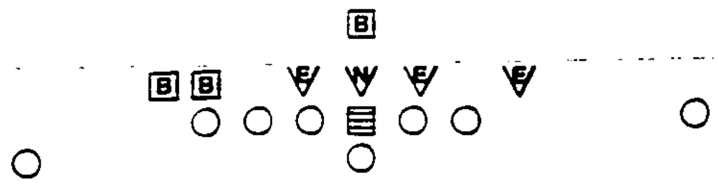

**PIRATE**

PLAY F.P. ROLL DRAW 3/2 408 FLAT FORMATIONS



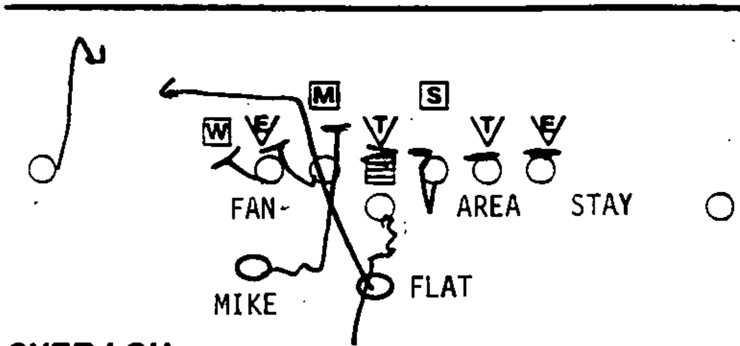
Audible

RAIDER

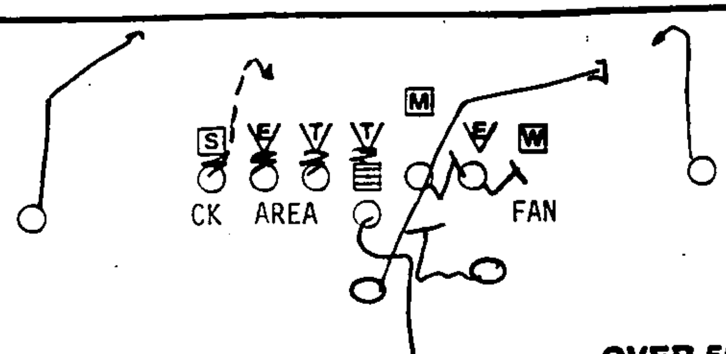


audible

RAIDER

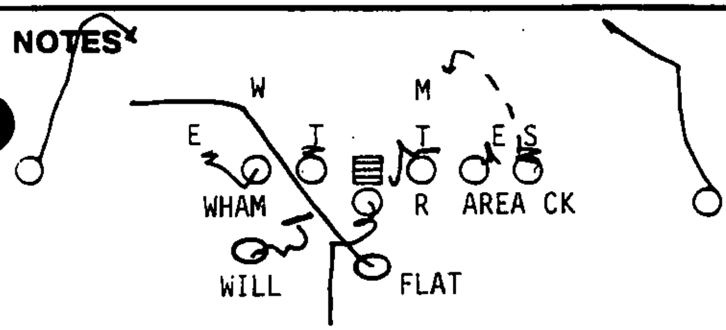



OVER LOU



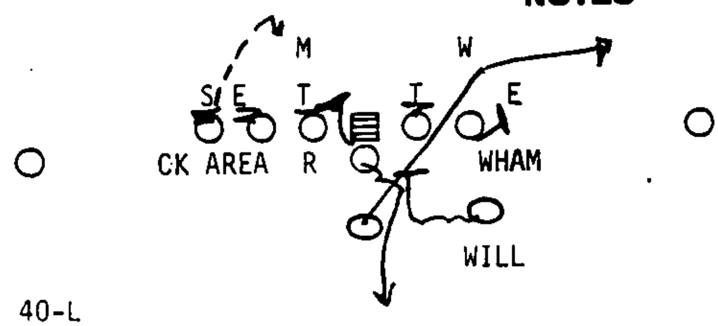

OVER 50

NOTES




40-L

NOTES




40-L

NOTES



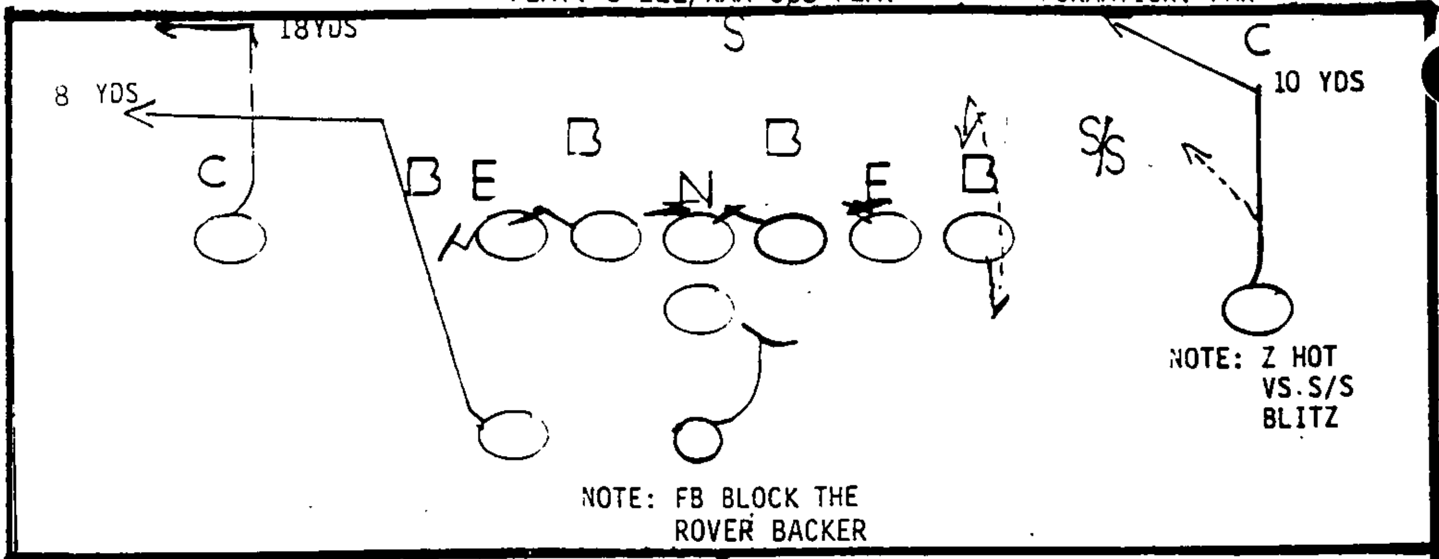
NOTES

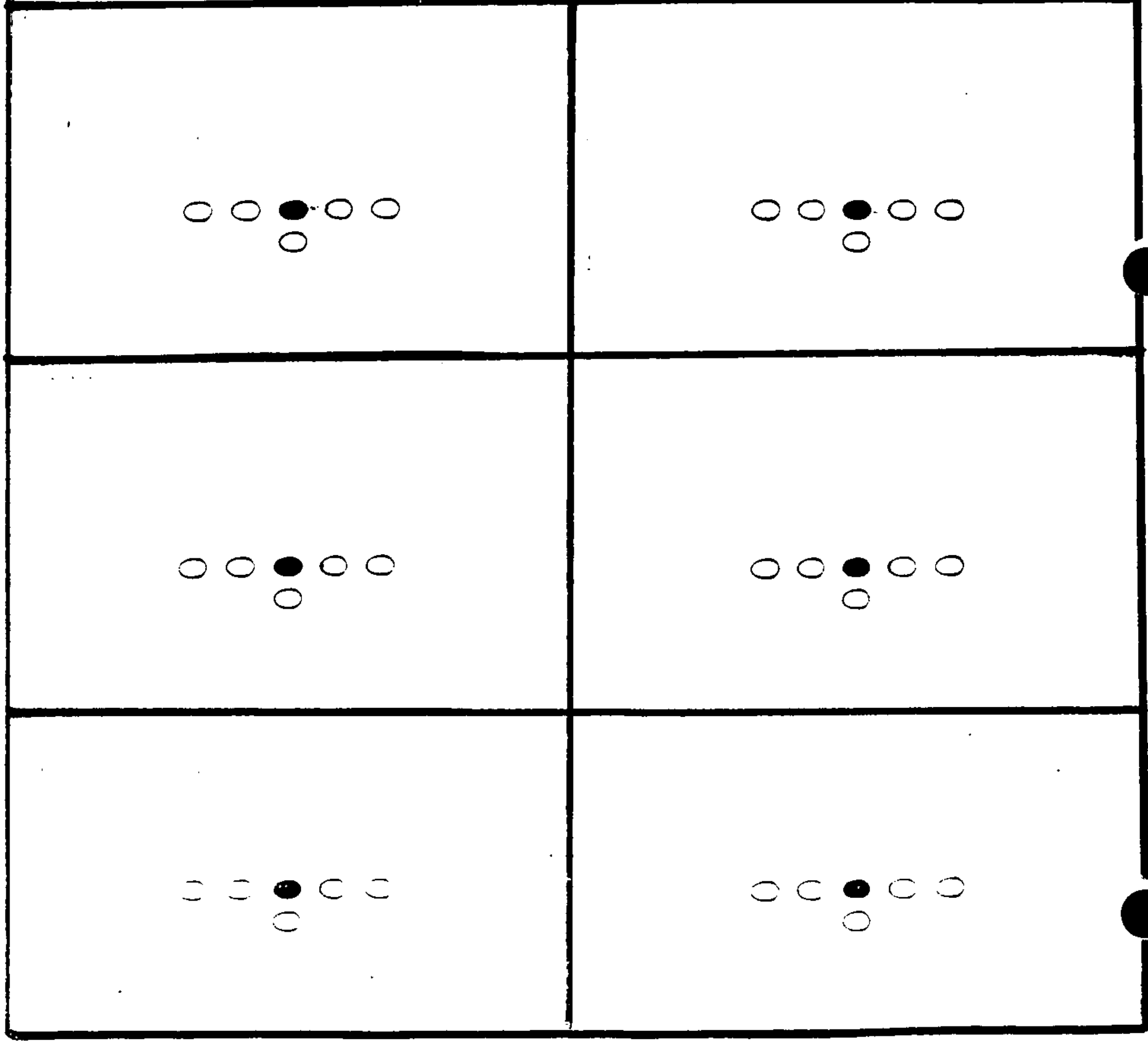


REMARKS

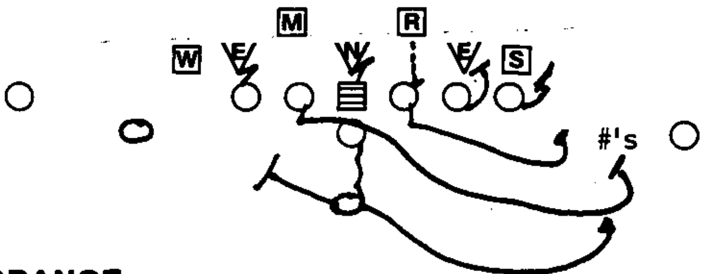
REMARKS

PLAY: S-LEE/RAM 5Ø8 FLAT FORMATION: FAR

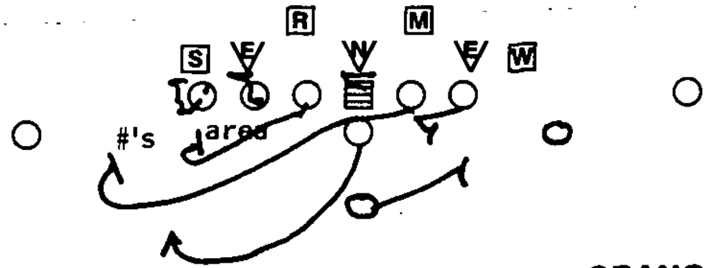


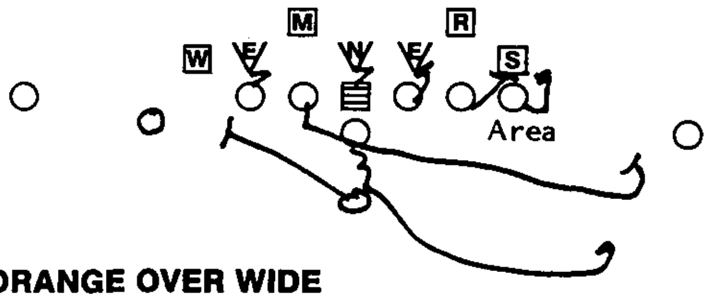
PLAY TURMOIL RT. — TURMOIL LT. FORMATIONS



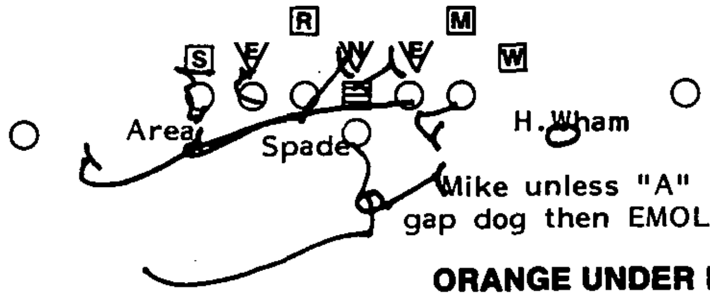

**ORANGE**



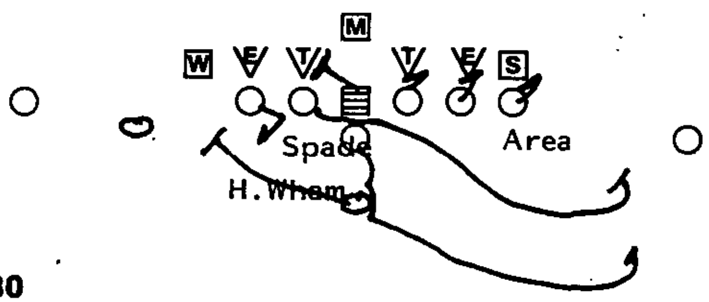

**ORANGE**



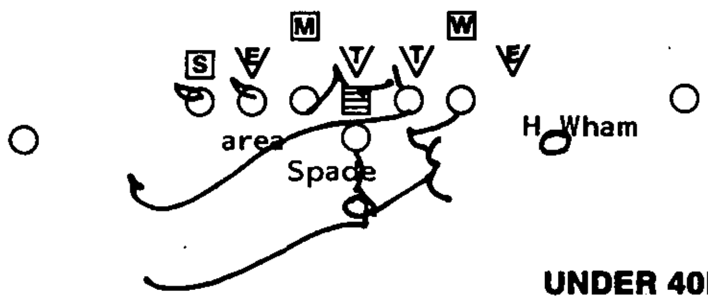

**ORANGE OVER WIDE**



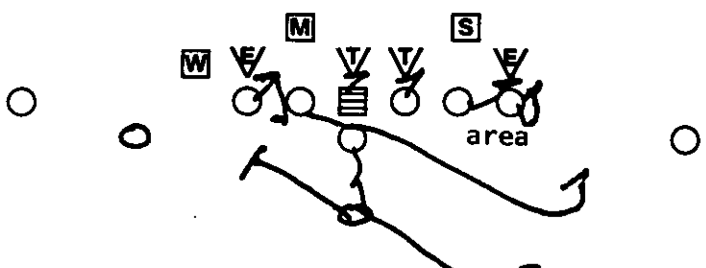

**ORANGE UNDER L**



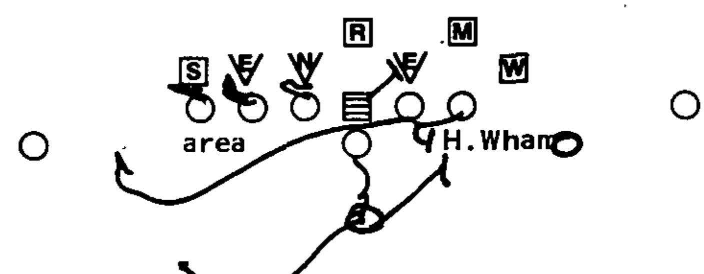

**30**



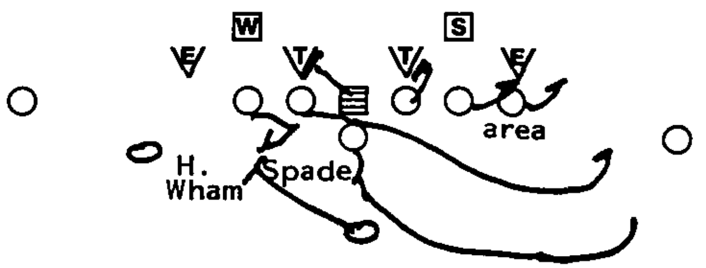

**UNDER 40L**



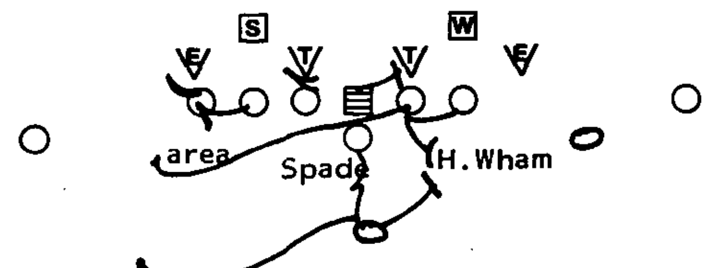

**OVER WIDE**




**ORANGE STRONG**

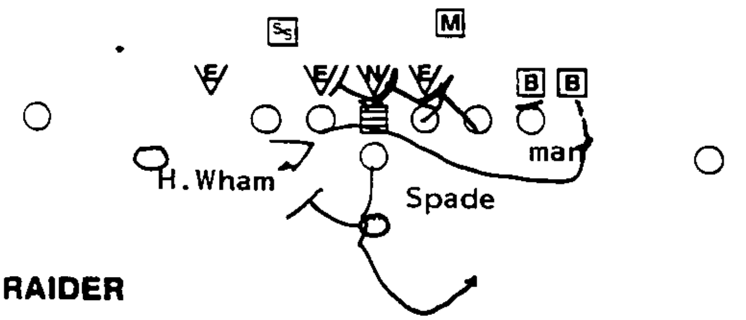



**PIRATE**

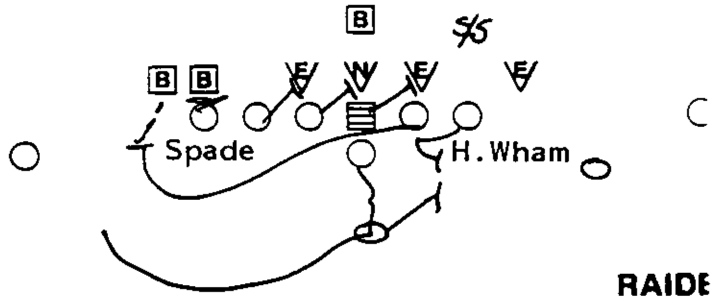



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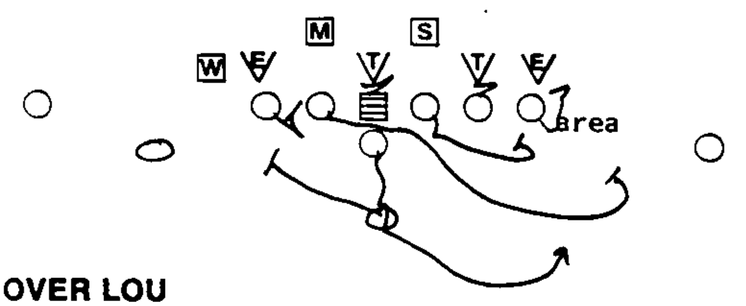
TURMOIL RT. | TURMOIL LT.



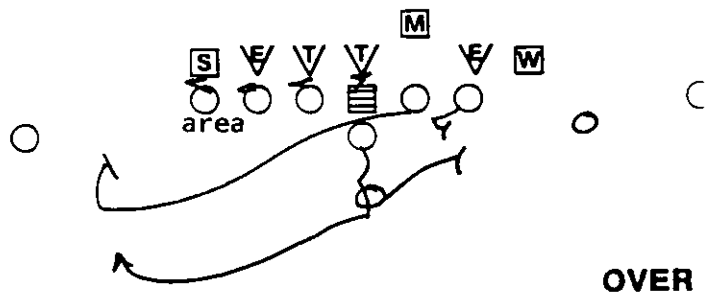

**RAIDER**




**RAIDE**

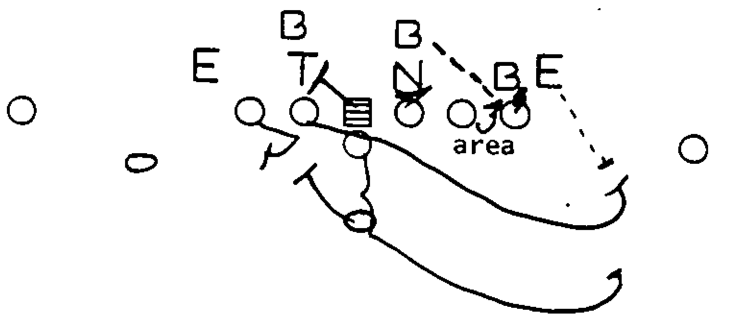



**OVER LOU**

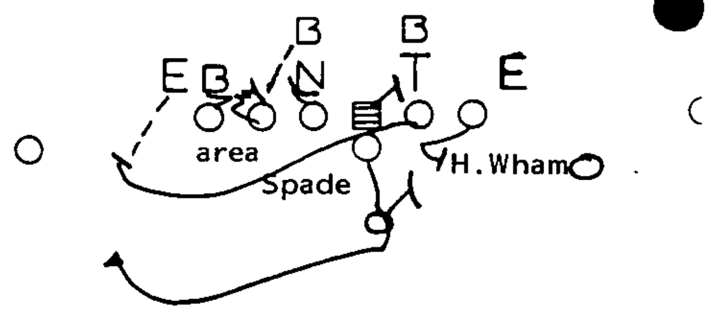



**OVER**

**NOTES**




**NOTES**




**NOTES**



**NOTES**

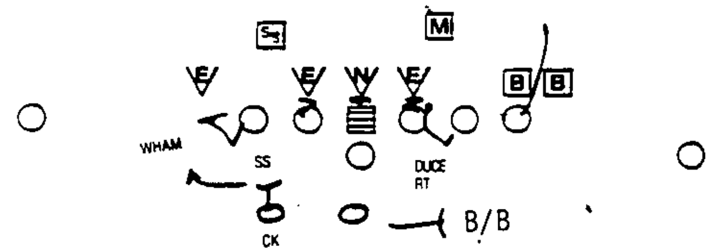


**REMARKS**

**REMARKS**

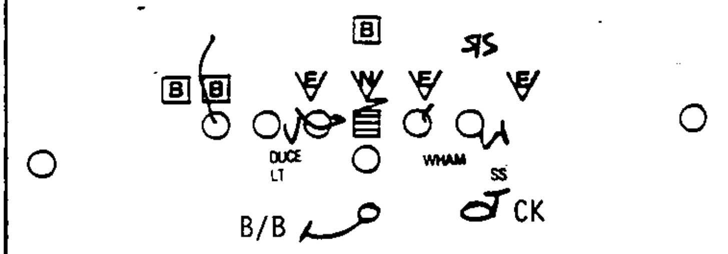
# SCAT MID Q

RAIDER CALL

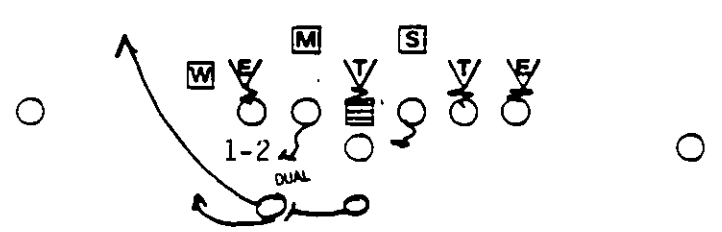



RAIDER

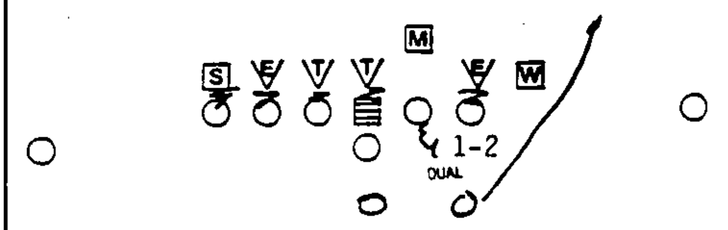
RAIDER CALL




RAIDER

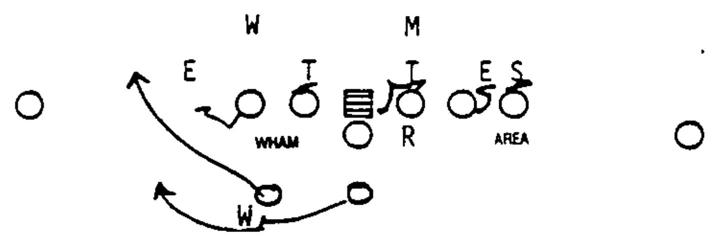



OVER LOU



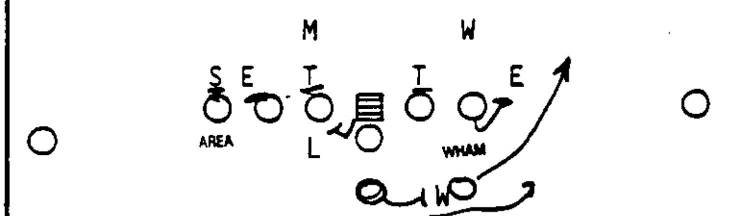

OVER 50

NOTES




40-L

NOTES




40-L

NOTES



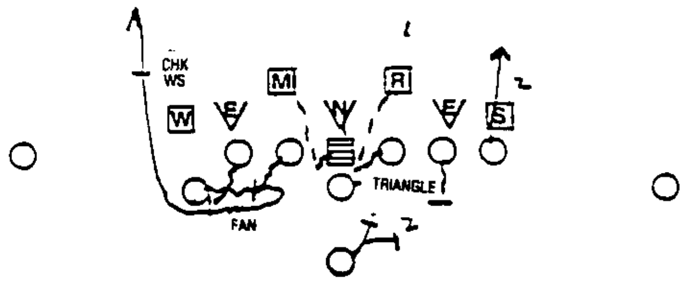
NOTES



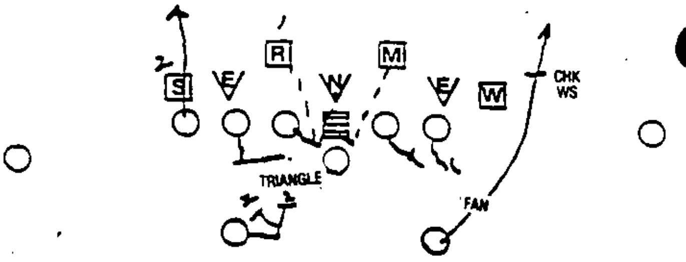
REMARKS

REMARKS

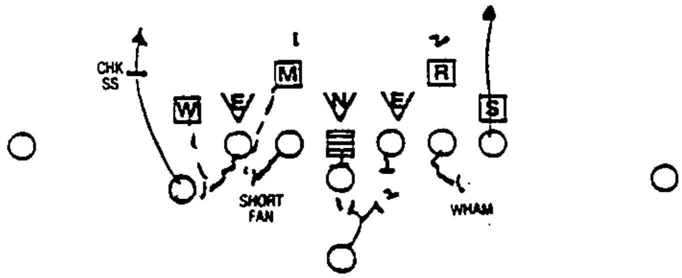
# LEE/RAM, LOU/RON



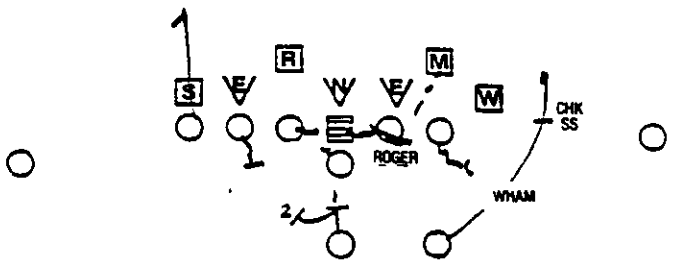

ORANGE



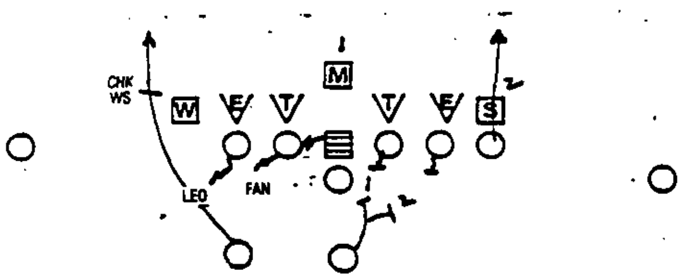

ORANGE



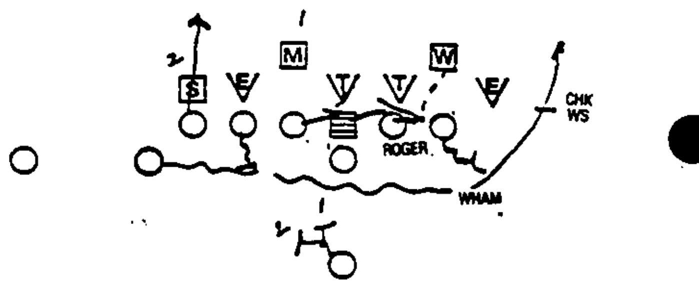

ORANGE OVER WIDE



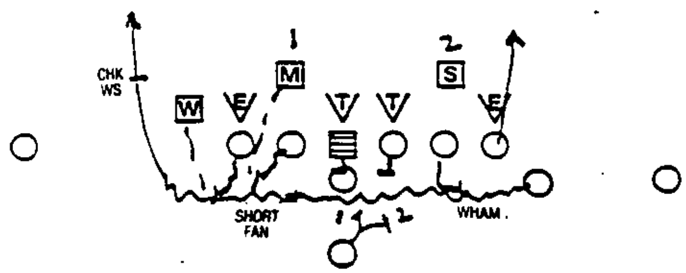

ORANGE UNDER L



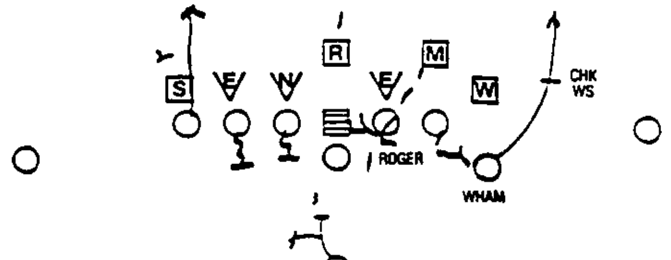

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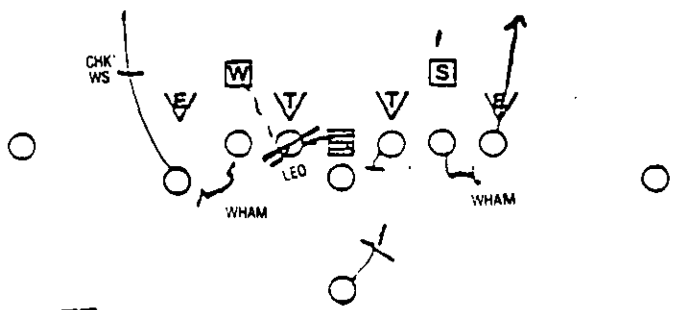

UNDER 40L



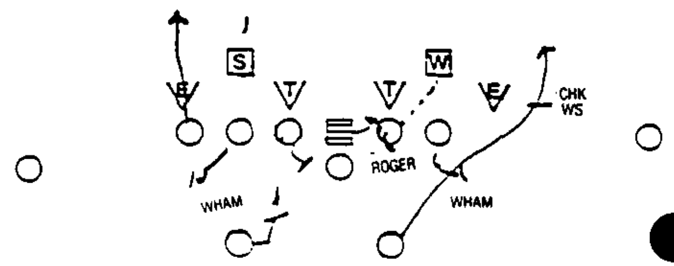

OVER WIDE




ORANGE STRONG




PIRATE




PIRATE

THE LOS ANGELES RAIDERS

PLAY ACTION PROTECTION & PASSES

S-LEE/S-RAM 014 WHEEL CIRCLE

S-LUG-LEE/S-ROK-RAM

086-087-088 FLAG CROSS (OUT)

FIRE PASS DELAY 14/15 638 X SPEAR

F.P. ROLL DRAW 3/2 408 FLAT

S- LEE/RAM 508 FLAT

K-LEE/K-RAM

K LUCKY/K RICKY 672 PIVOT FLAT

W/LT & W/RT

W/LT & W/RT FAN

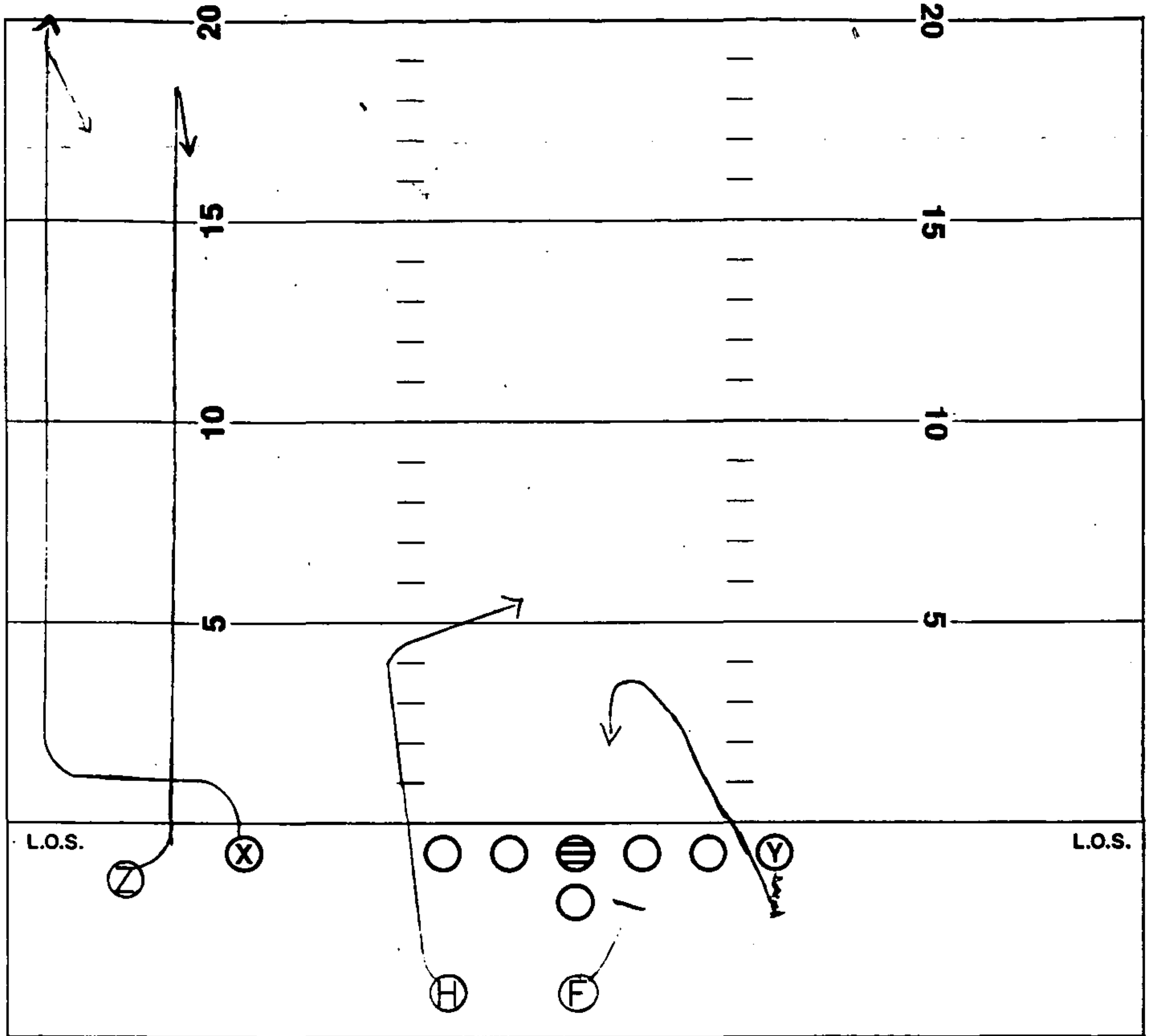
F.P. CTR. 16 O

WAGGLE RT

NAKED LT CTR 16 OT

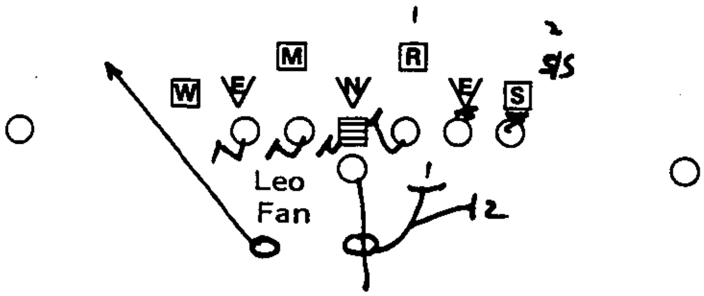
FORMATION: EAST

PLAY: S-LEE/S-RAM Ø14 WHEEL CIRCLE

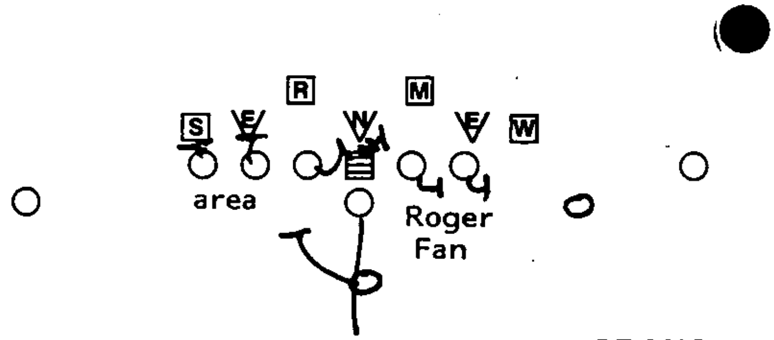



| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| X - IF MAN COVERAGE CONTINUE UP ON 9 ROUTE. VS. ZONE COV. RUN WHEEL. HOOK ABOUT 18 YDS. DEEP AND ABOUT 4 YDS. FROM SIDELINE. | Z - RUN 16-18 YD. HOOK ROUTE ON #'S.<br>X - RUN OUT AND UP.<br>H - RUN THROUGH FIRST INSIDE BACKER.<br>Y - BLOCK THE SAM BACKER. IF BACKER DROPS IN PASS COVERAGE, RUN FRONT ROUTE. |

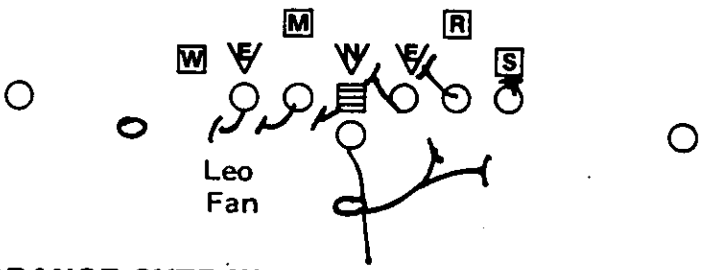
**PLAY** S-LUG-LEE S-ROK-RAM **FORMATIONS**



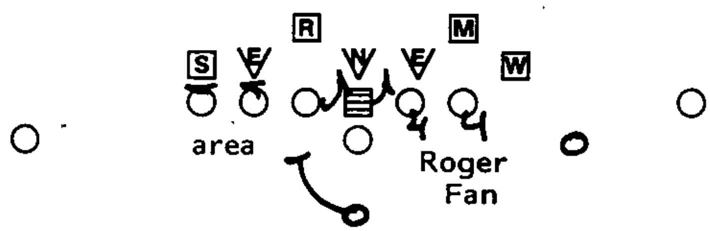

**ORANGE**



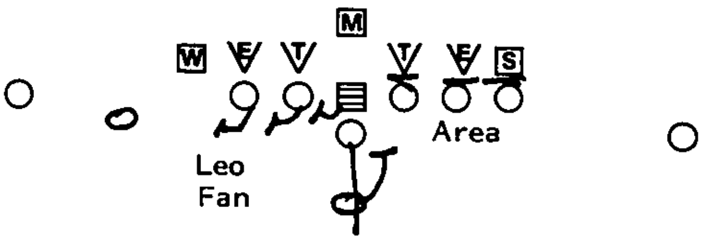

**ORANGE**



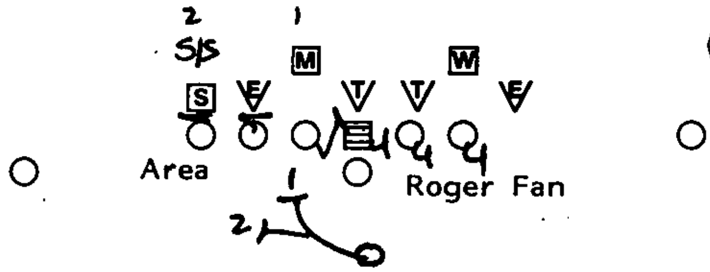

**ORANGE OVER WIDE**



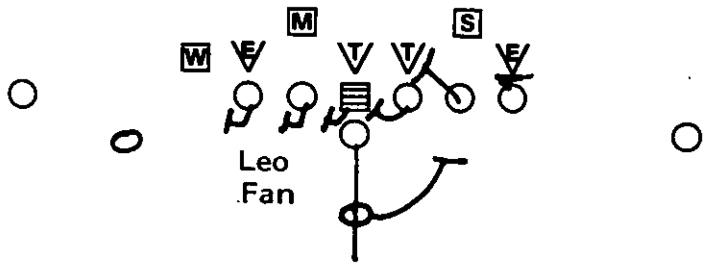

**ORANGE UNDER L**



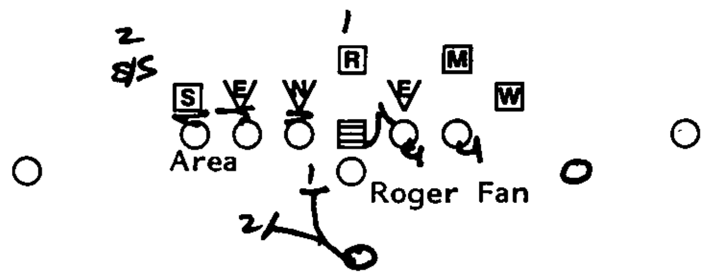

**30**



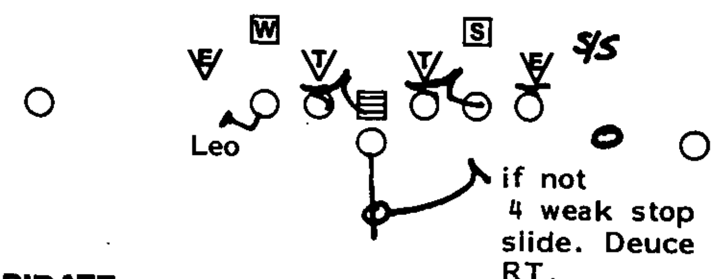

**UNDER 40L**



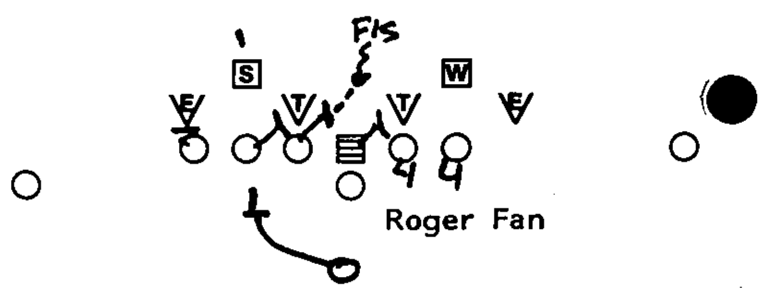

**OVER WIDE**




**ORANGE STRONG**

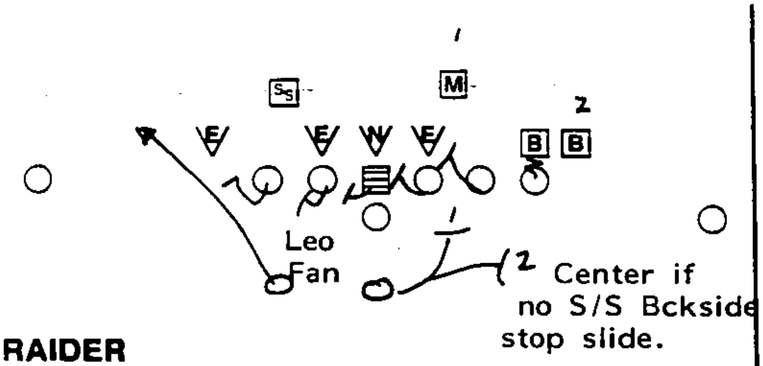



**PIRATE**

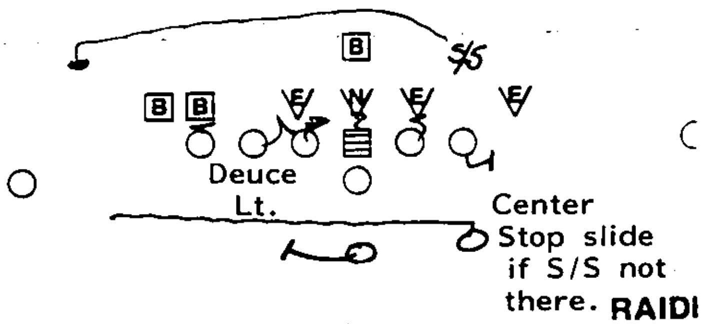



**PIRATE**

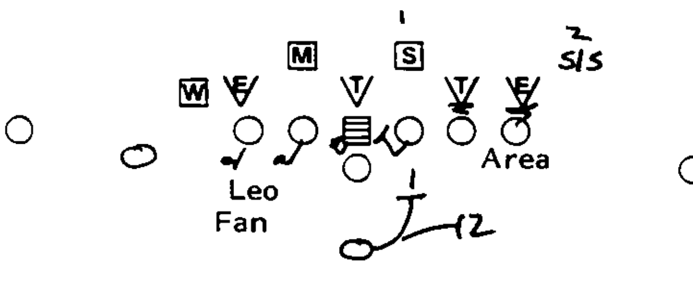
S-LUG/LEE | S-ROK/RAM



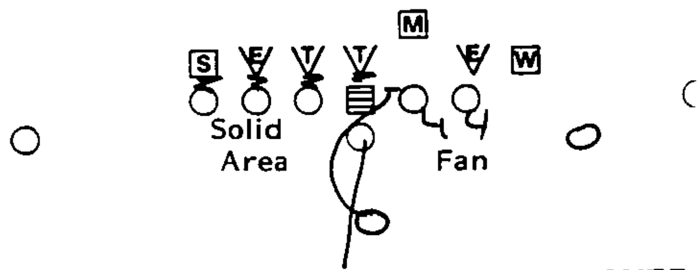

RAIDER




RAIDI

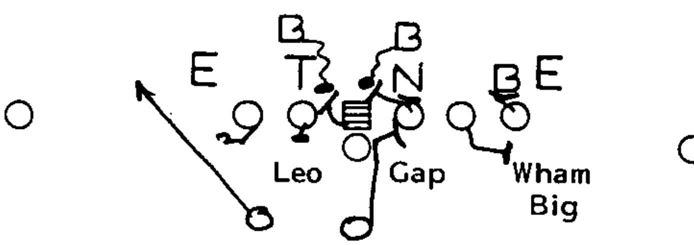



OVER LOU

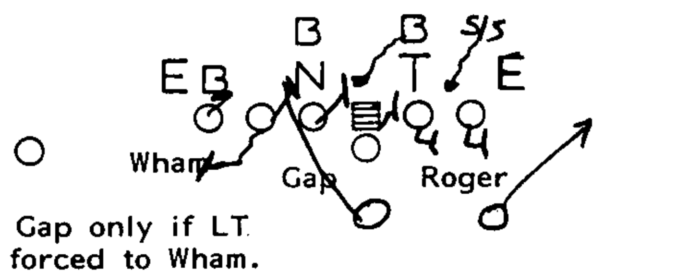



OVER

NOTES




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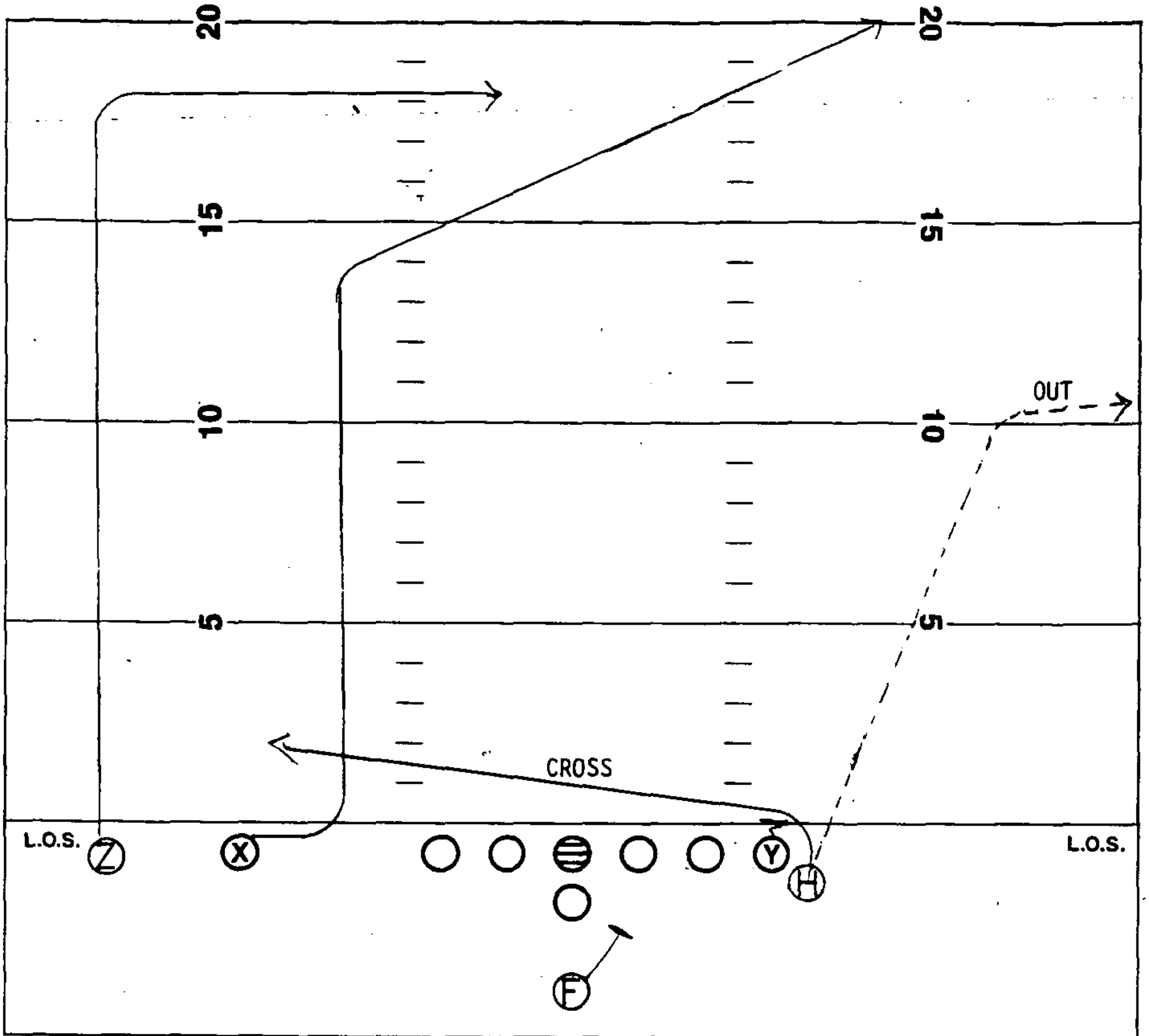


REMARKS

REMARKS

FORMATION: TRIPS EAST/TOE

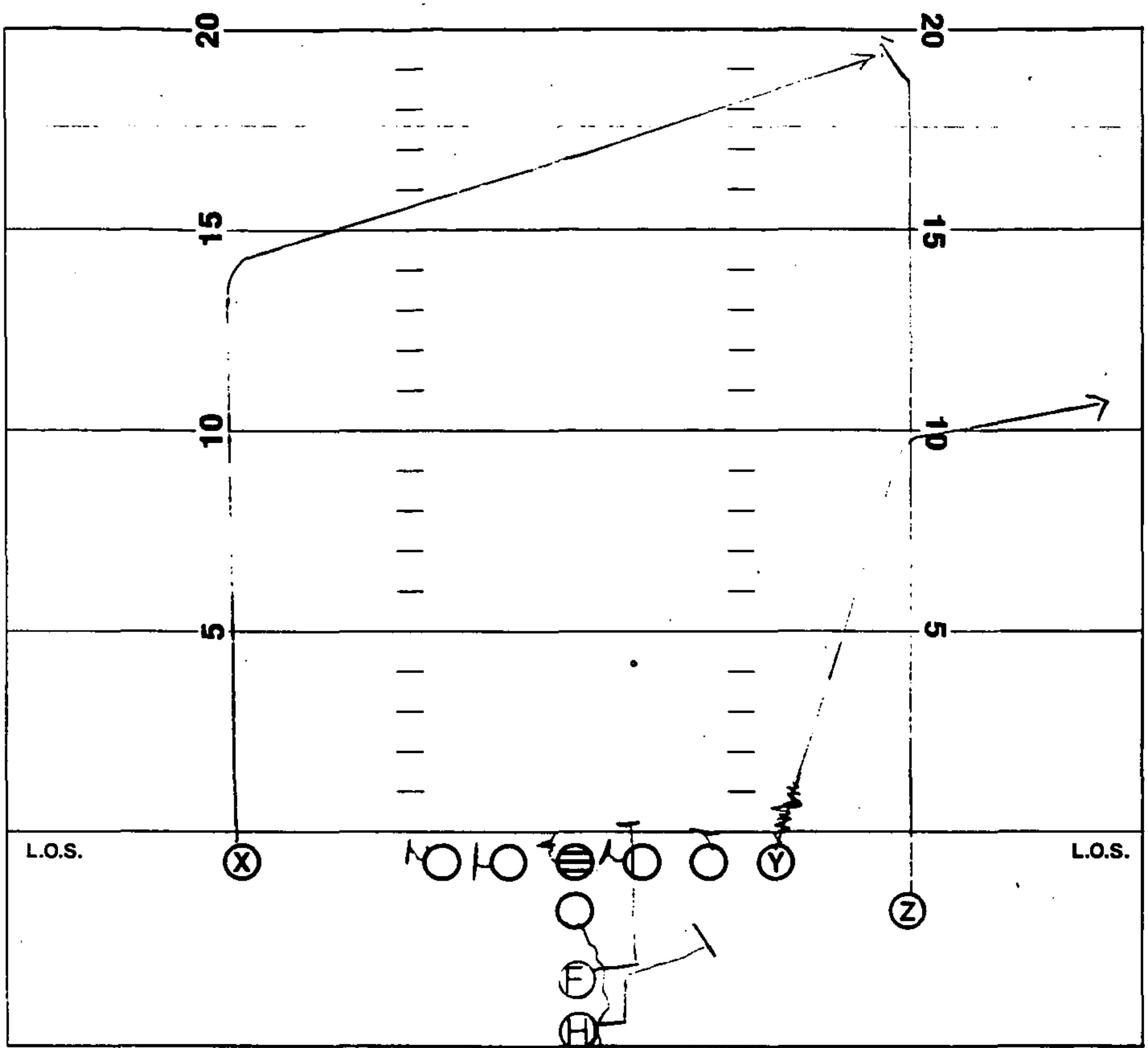
PLAY: Ø86-Ø87-088 FLAG CROSS (OUT)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| Z - NOTE: REMEMBER 8 ISN'T A POST. IT'S A 15 YD. 8 POLE.<br>H - OUT IS A UGLY OUT. RUN AT OUTSIDE SHOULDER OF S/S. FINISH AT 10 YDS. UPFIELD. | X - RUN FLAG ROUTE, AT ABOUT 12 YDS. UPFIELD RUN ACROSS THE FIELD LOOKING TO CATCH THE BALL AT 20-25 YDS. ON OPPOSITE #'S.<br>Z - RUN ROUTE CALLED.<br>H - RUN ROUTE CALLED.<br>Y - BLOCK SAM BACKER. IF SAM DROPS IN COVERAGE, RUN FRONT ROUTE.<br>F - BLOCK ROVER BACKER. IF ROVER DROPS, HELP TE, STRONG TACKLE THAN CENTER ON NOSE GUARD. |

FORMATION: I/FULL/FAR

PLAY: FIRE PASS DELAY 14/15 638 X SPEAR




## NOTES

X - HOLD A STRAIGHT STEM UP TO ABOUT 14 YDS. EXPLODE OUT OF THE CUT THAN CHOKE YOUR MOTOR. AS YOU GET TO THE OPPOSITE HASH, EXPECT TO GET THE BALL AT THE OPPOSITE HASH ABOUT 17-20 YDS. DOWN FIELD.

## ROUTE ADJUSTMENTS

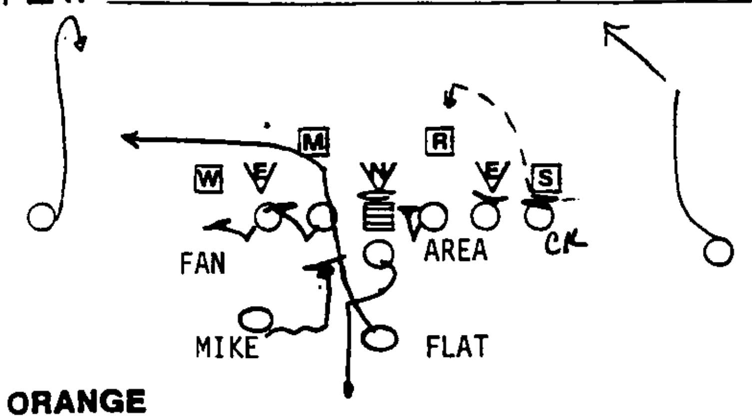
Y - BLOCK THE SAM BACKER FOR TWO COUNTS THAN RUN A THREE ROUTE. ATTACK THE S/S

Z - RUN A 9 ROUTE. HOLD A STRAIGHT STEM AS LONG AS YOU FEEL THE F/S RUNNING WITH YOU. IF THE F/S COMES DOWN ON THE X THAN BREAK TO THE POST.

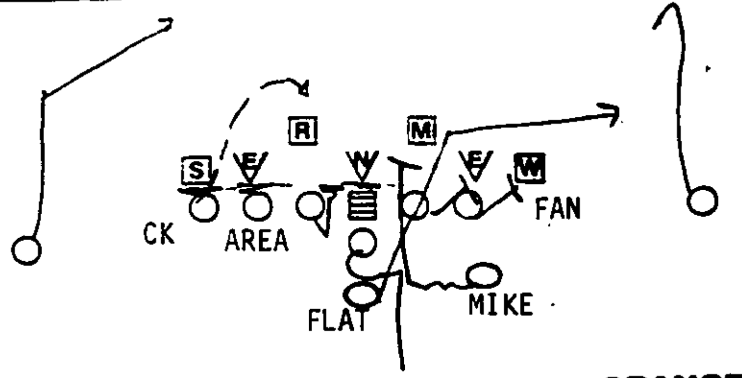
FB - RUN THE PLAY CALLED. IF INSIDE BACKER DROPS-CHECK OVER MIDDLE.

HB - FAKE PLAY CALLED THAN GO BLOCK THE SAM BACKER. IF SAM DROPS HELP THE STRONG TACKLE.

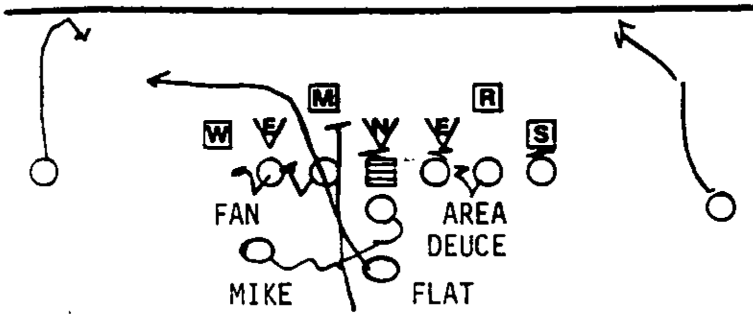
**PLAY** F.P. ROLL DRAW 3/2 4Ø8 FLAT **FORMATIONS**



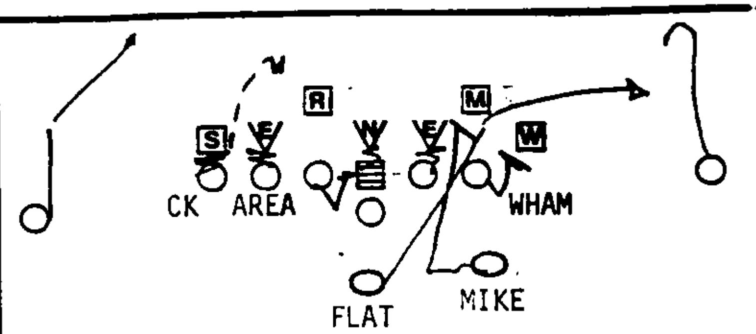

**ORANGE**



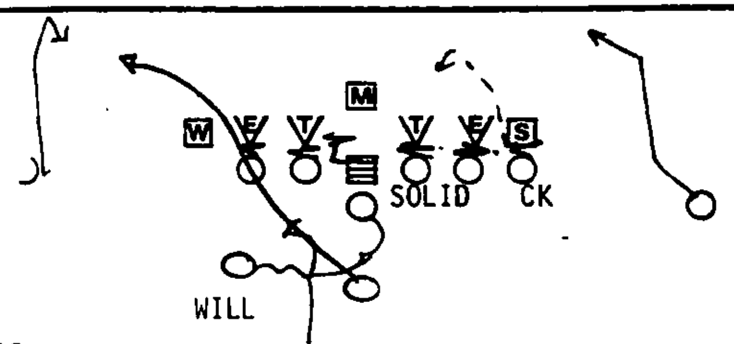

**ORANGE**



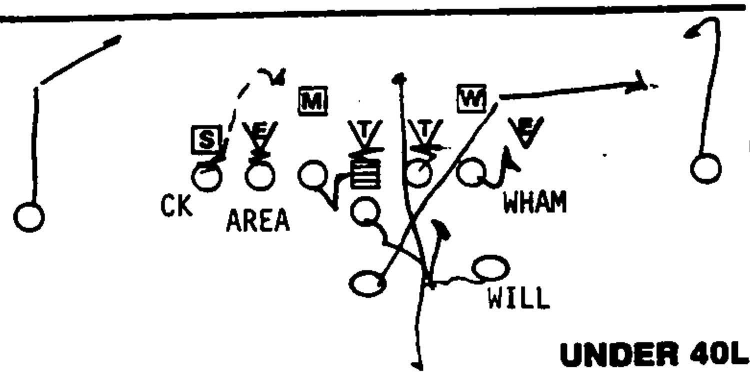

**ORANGE OVER WIDE**



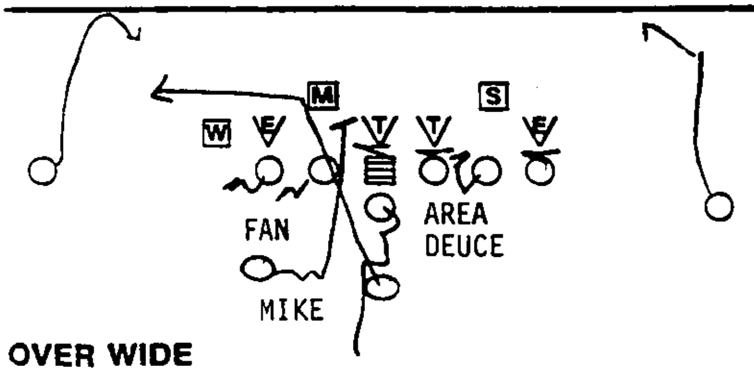

**ORANGE UNDER L**



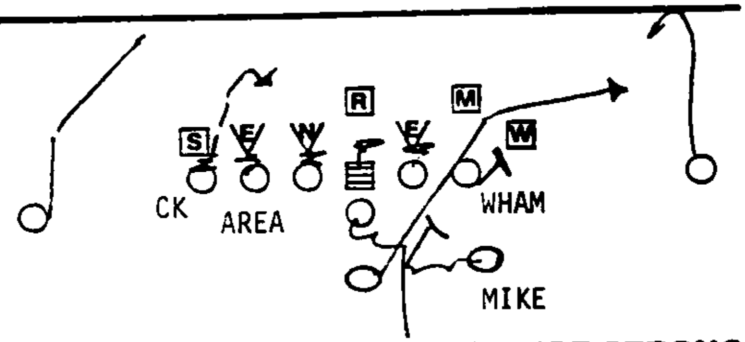

**30**



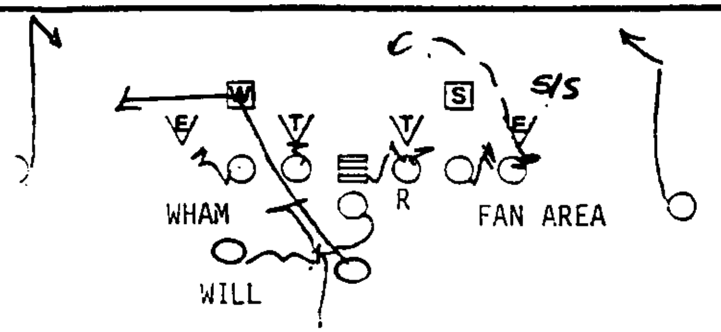

**UNDER 40L**



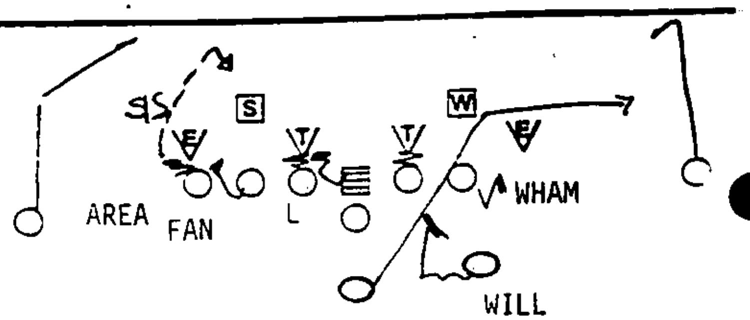

**OVER WIDE**




**ORANGE STRONG**

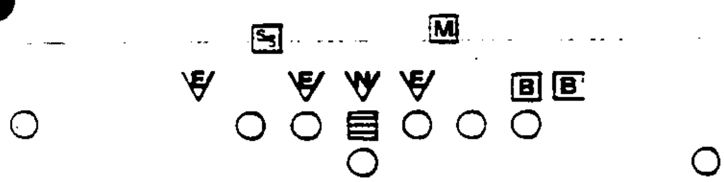



**PIRATE**



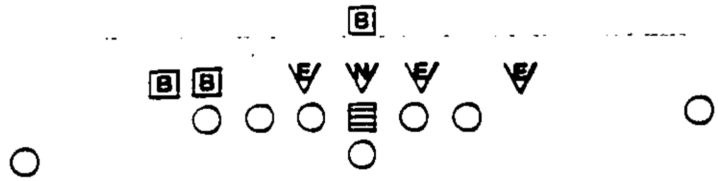

**PIRATE**

**PLAY** F.P. ROLL DRAW 3/2 408 FLAT **FORMATIONS**



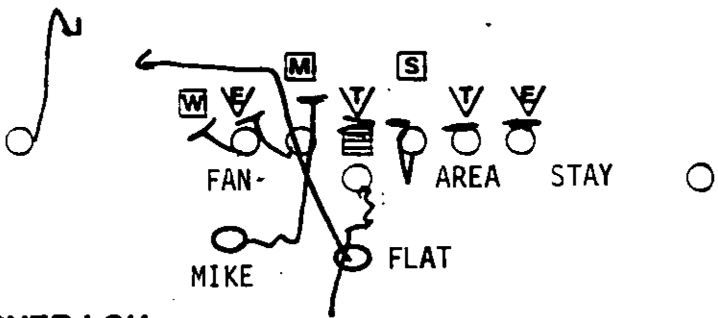

Audible

**RAIDER**

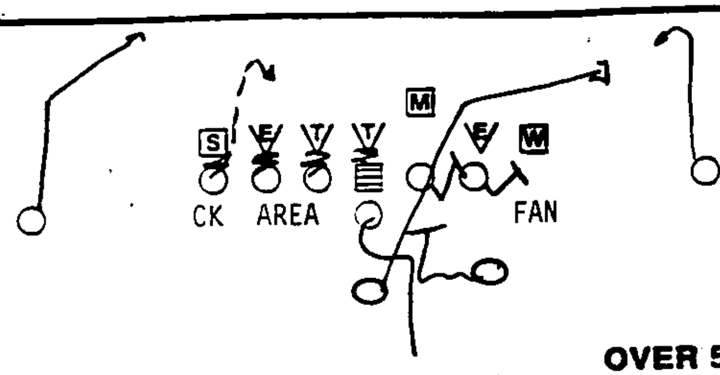



audible

**RAIDER**

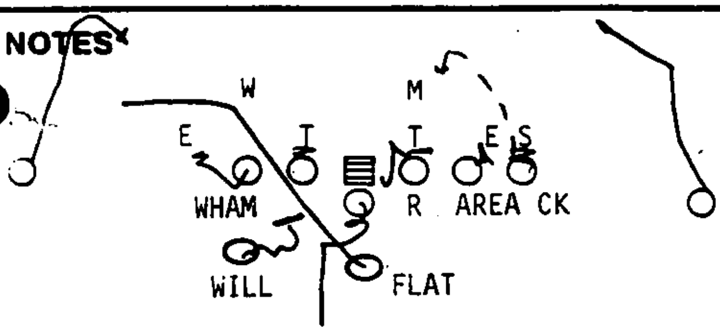



**OVER LOU**



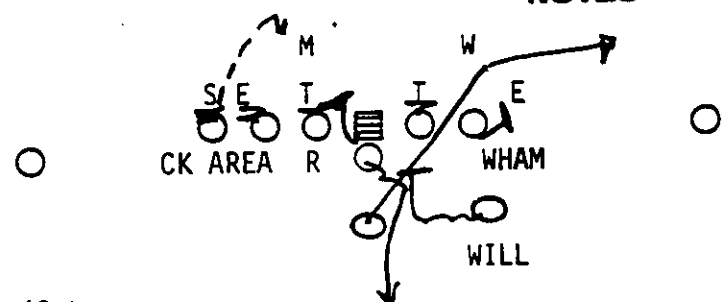

**OVER 50**

**NOTES**




40-L

**NOTES**




40-L

**NOTES**



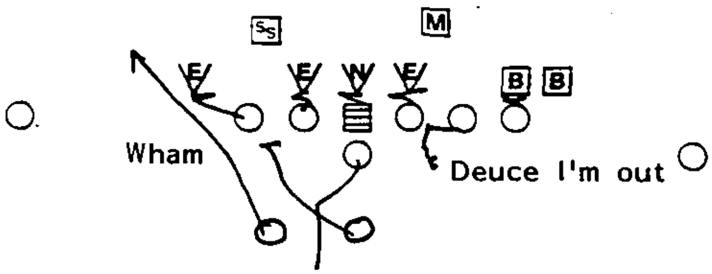
**NOTES**



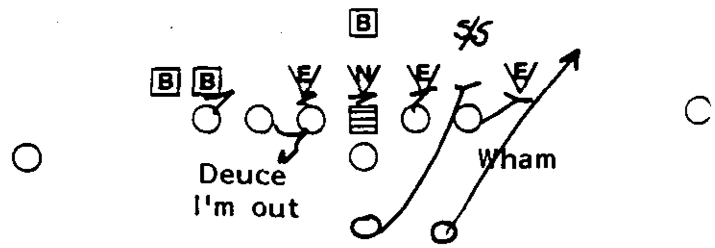
**REMARKS**

**REMARKS**

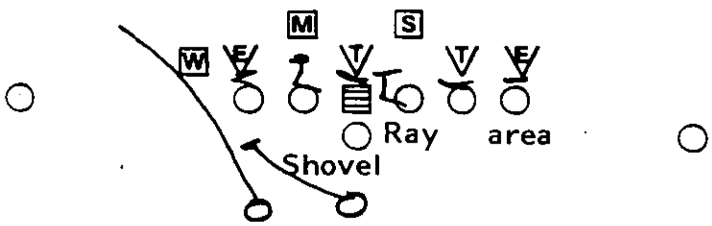
W-LT | W-RT



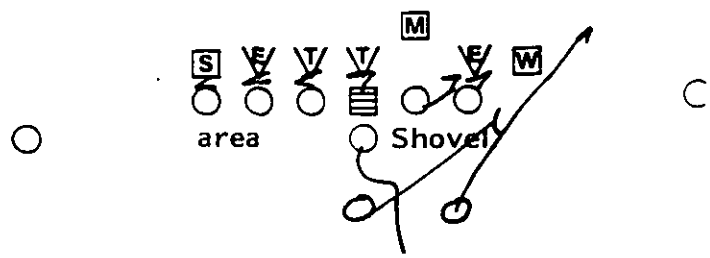

RAIDER




RAIDE

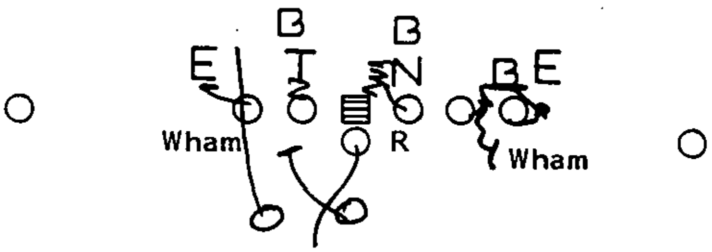



OVER LOU

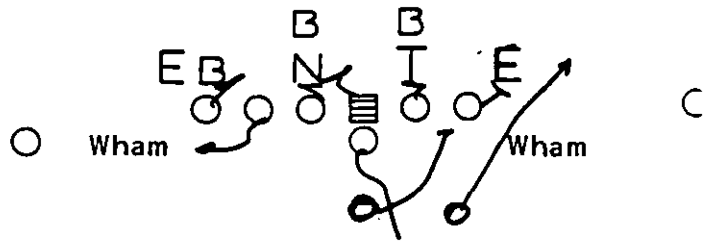



OVER !

NOTES




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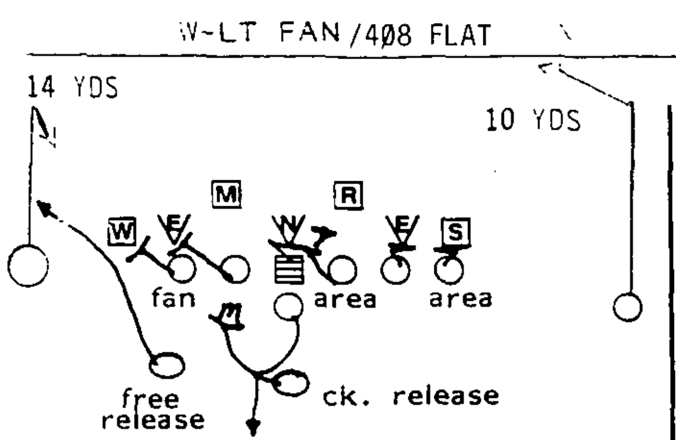
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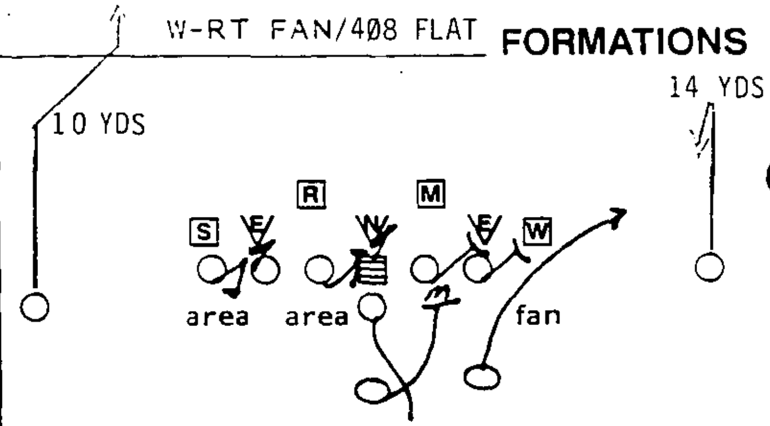
REMARKS

REMARKS

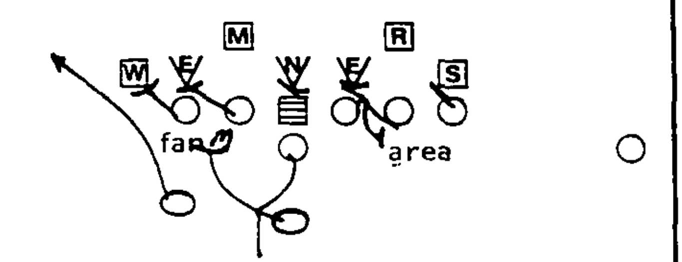
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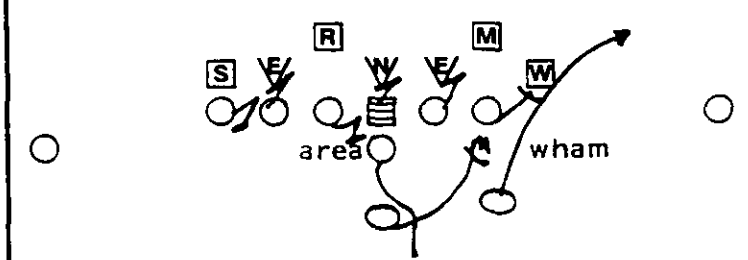

IGE



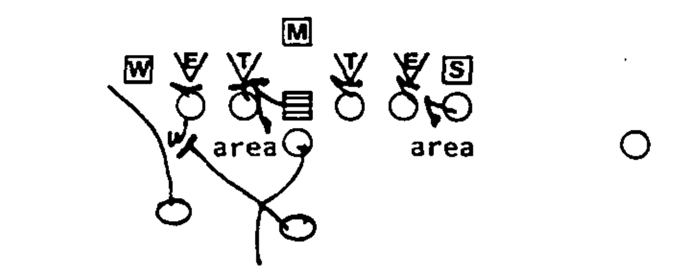

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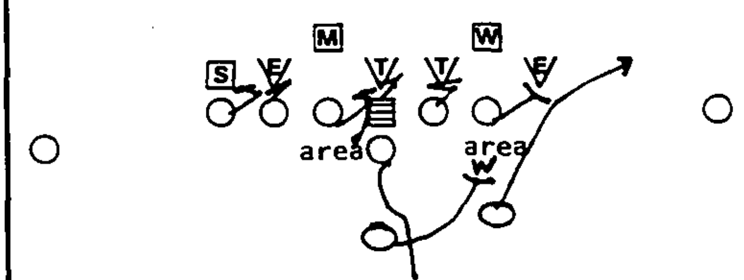



NGE OVER WIDE

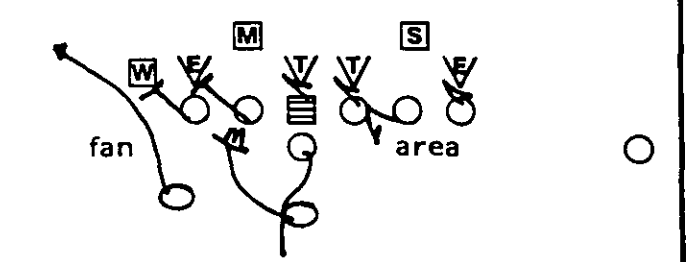



ORANGE UNDER L

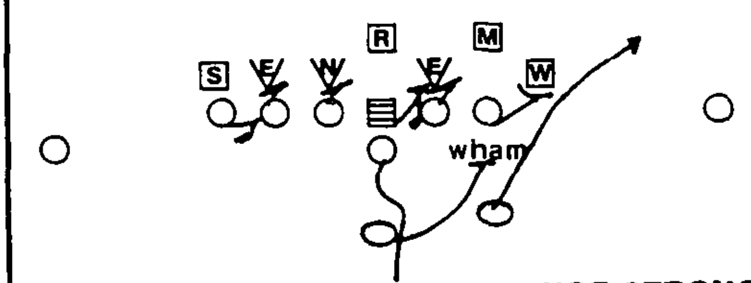


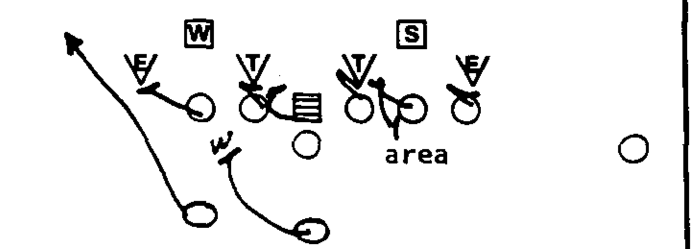

UNDER 40L



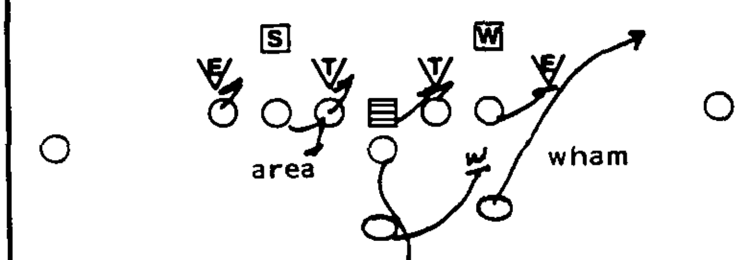

R WIDE




ORANGE STRONG

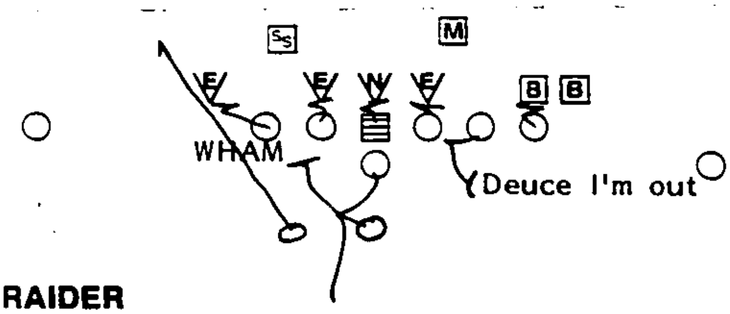



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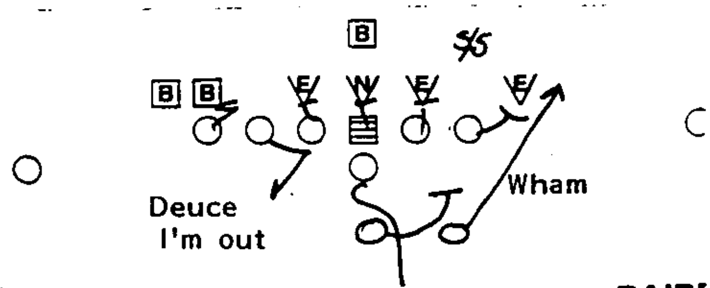



PIRATE

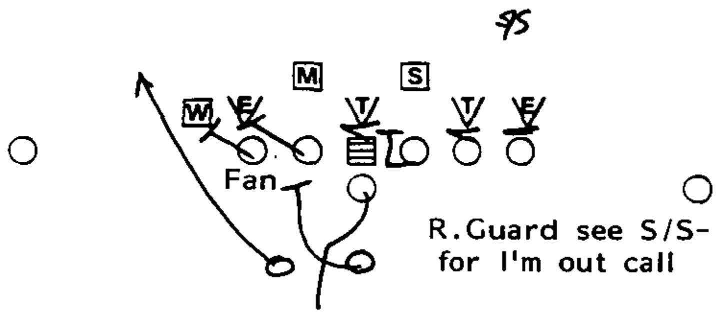
W LT. FAN | W RT. FAN



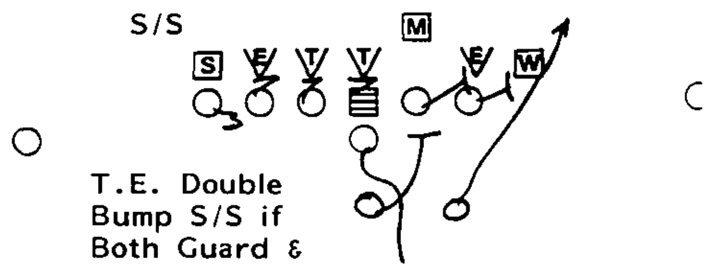

RAIDER




RAIDE

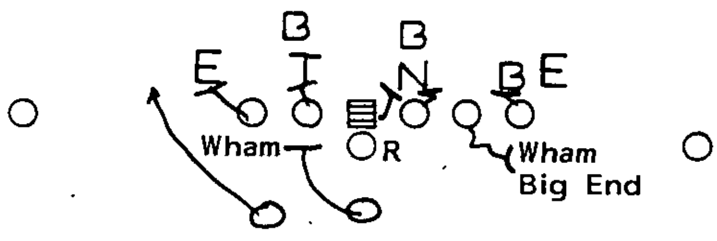



OVER LOU

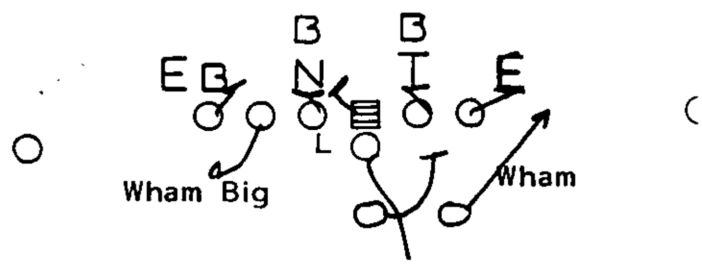



OVER

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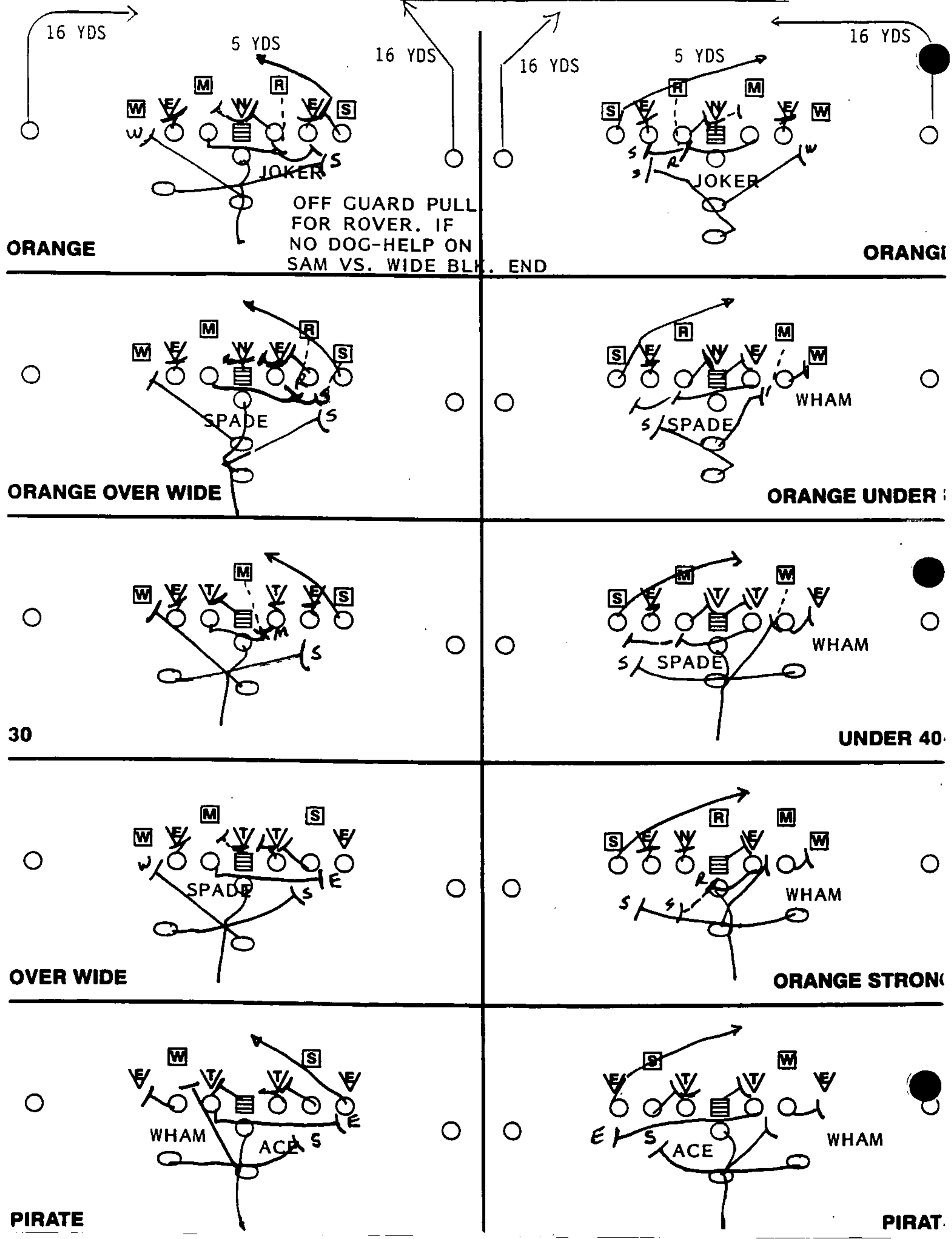


REMARKS

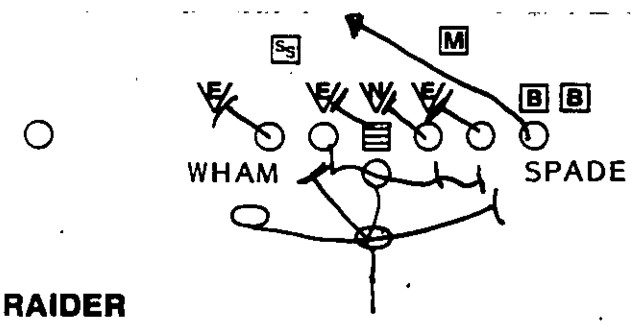
REMARKS

F P COUNTER 16-0 628

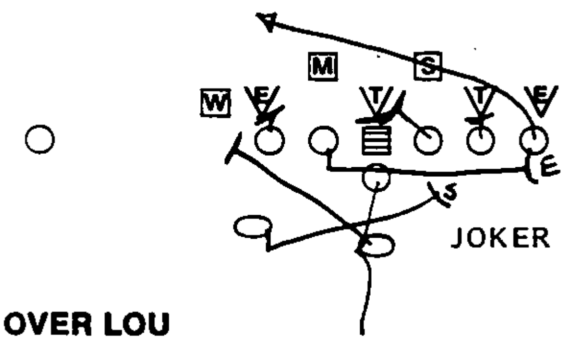
F P COUNTER 17-0 628



F P COUNTER 16-0 628




RAIDER




OVER LOU

NOTES

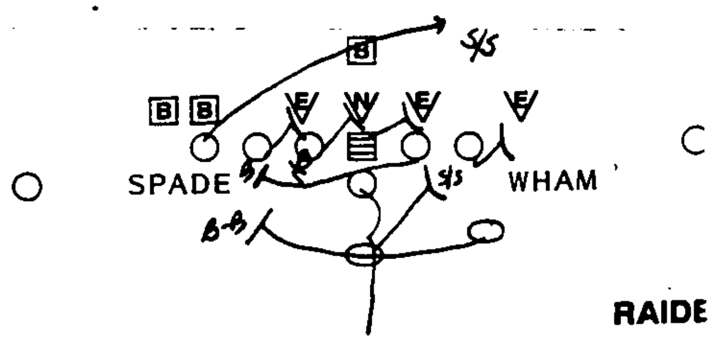


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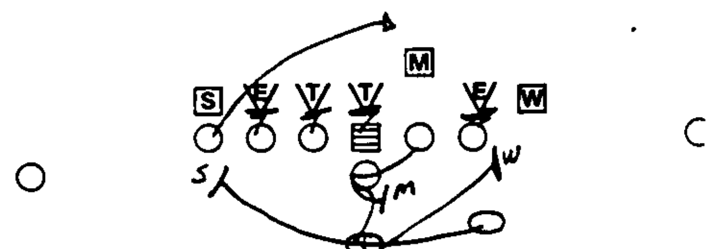


REMARKS

F P COUNTER 17-0 628




RAIDE



OFF. GUARD
C.P. VS. "OVER"
YOUR LB'S OVER YOU

OVER

NOTES

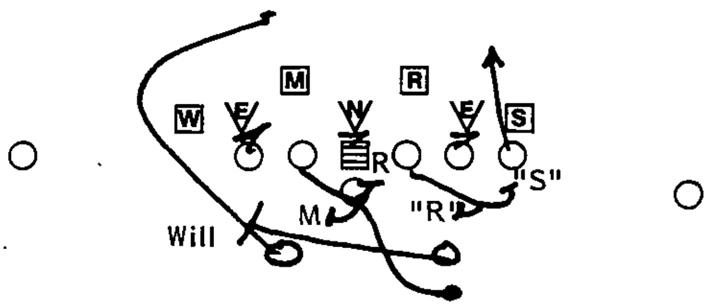


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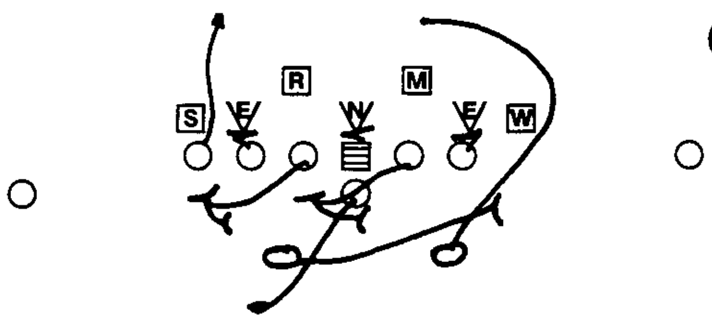


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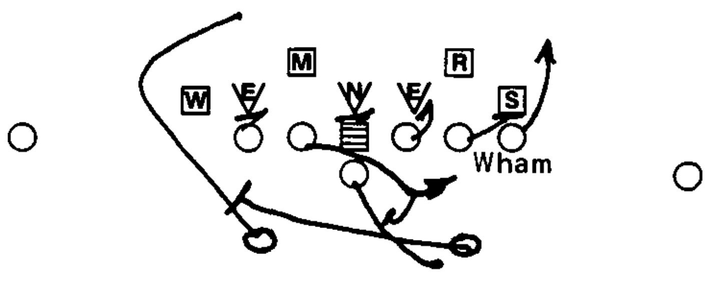
PLAY WAGGLE RT. WAGGLE LT FORMATIONS



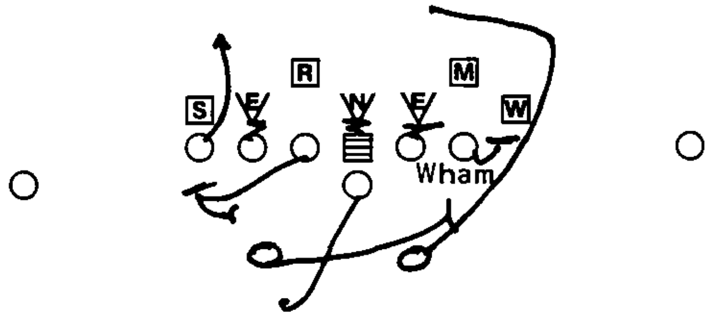

ORANGE



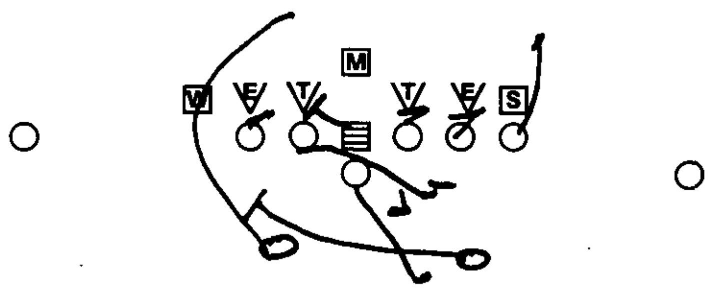

ORANGE



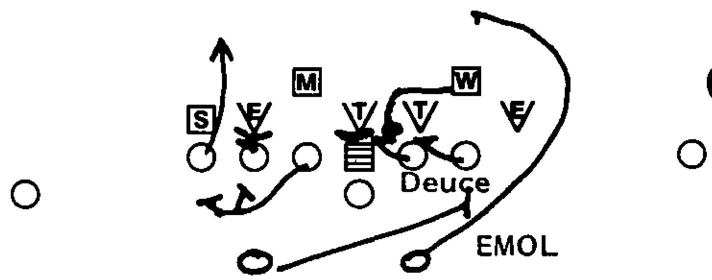

ORANGE OVER WIDE



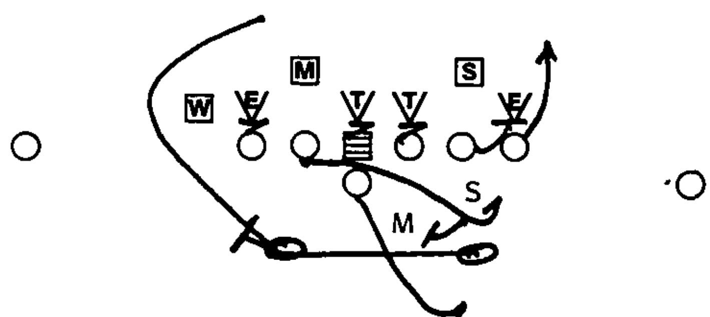

ORANGE UNDER L



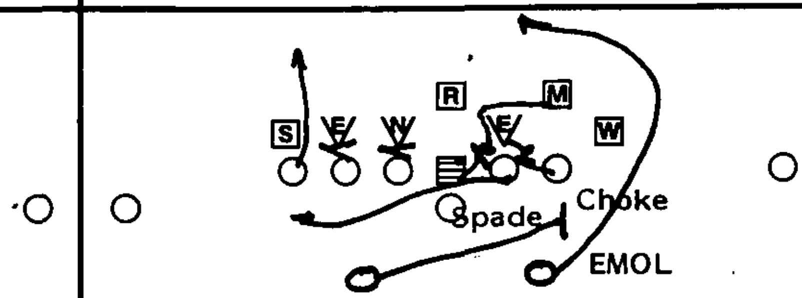

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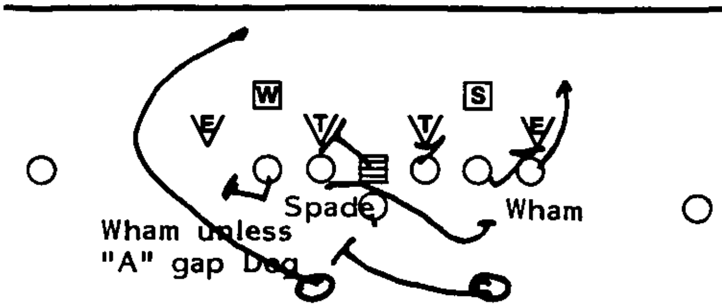

UNDER 40L



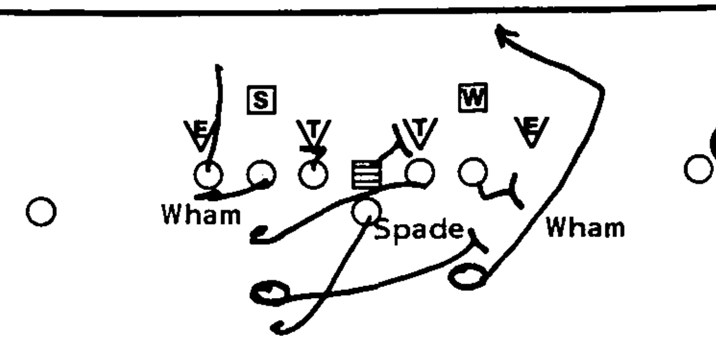

OVER WIDE




ORANGE STRONG




PIRATE



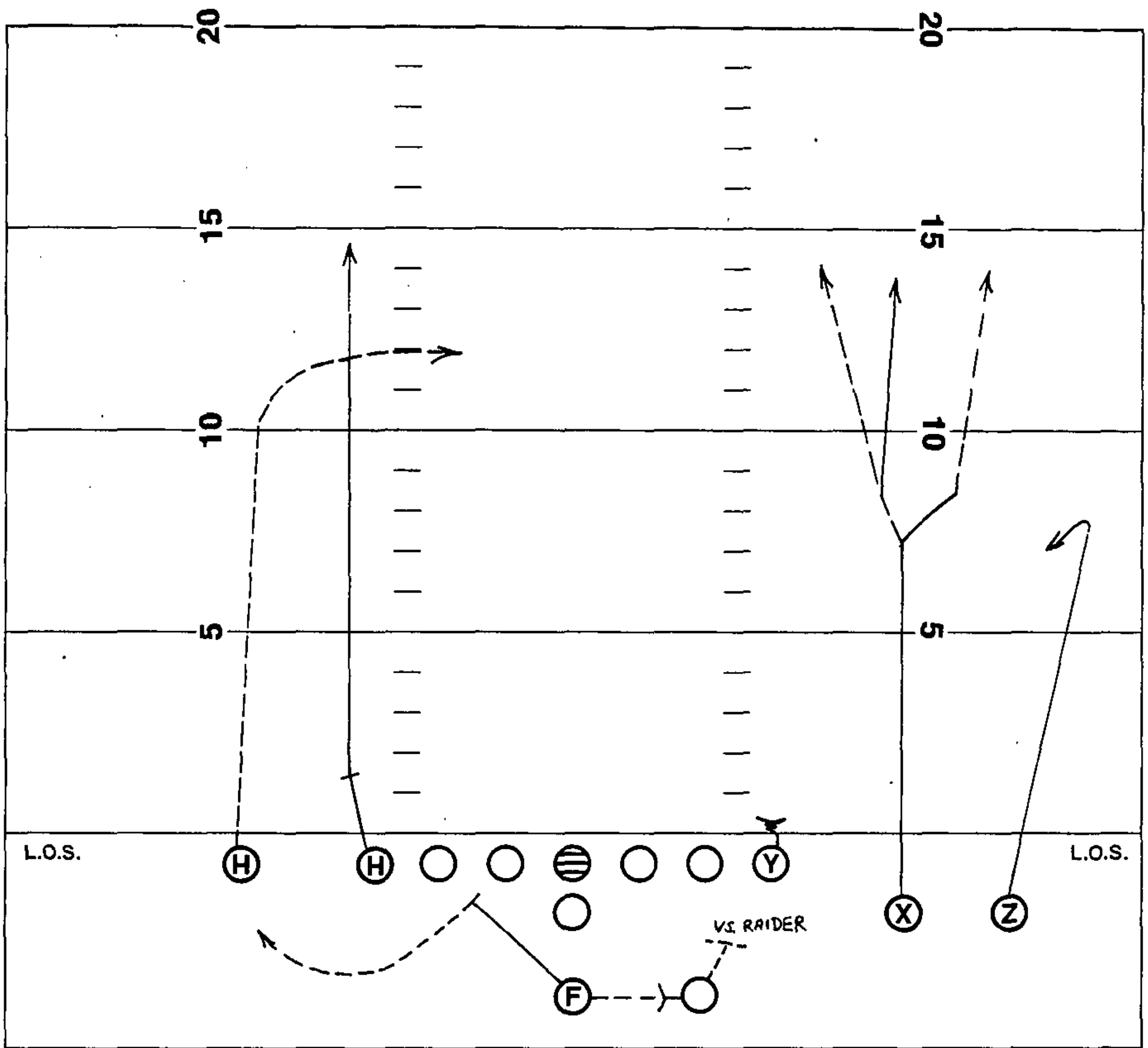

PIRATE

THE LOS ANGELES RAIDERS

## RUN SITUATION PASSES
## (1-10/2nd 1-6)

DASH (RT/LT)
LUG/ROK 090 SIT
QUICK 090
QUICK 191 (RALLY-KILL CLOCK)
LUG/ROK 191 SIT
LUG/ROK 212 SHOOT
ROK/LUG 212 Y SHOOT (TRIO EAST)
ROK/LUG 212 X SHOOT (DEE)
SCAT MID 303 DOUBLE SPOKE
RON/LOU 333 QUICK CIRCLE/FLAT/CIRCLE
RON/LOU 339 QUICK CIRCLE/FLAT/CIRCLE/SWING
SCAT MID 383 Y SEAM FB QK CIRCLE
LEE/RAM 608 HOOK WIDE (508 WIDE)
RON/LOU 838 POLE FLAT
LEE/RAM 844 LOOP/FLAT (TITE)
LEE/RAM 844 FLAT/SWITCH (EAST)
RAM/LEE 844 LOOP/FLAT (CONVERT)
LOU/RON 903/309 SPOKE

## DASH RT/LT (TRIO EAST/WEST)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|

Y. Block man over you unless Raider over block defensive end.

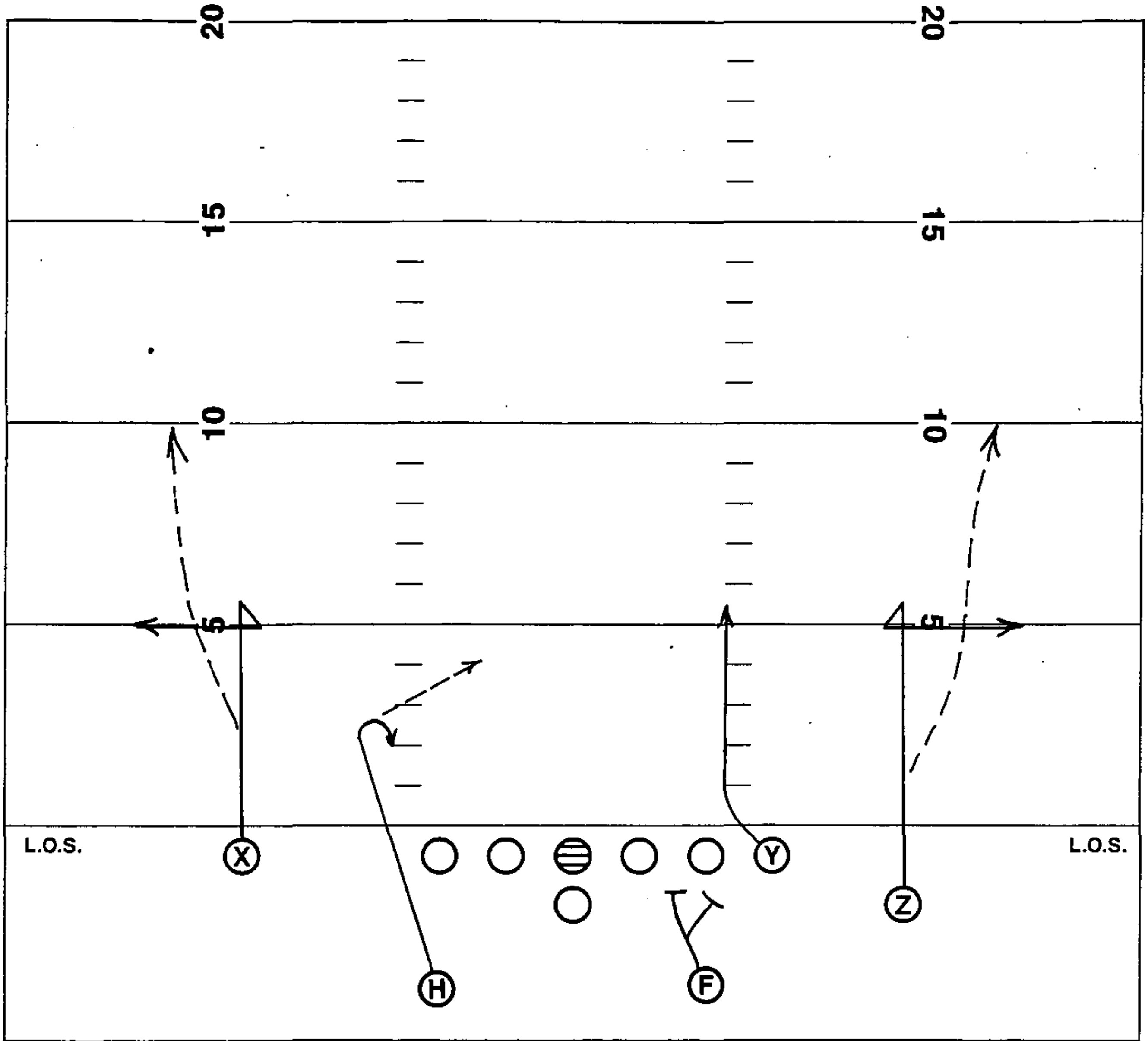
HB Bump end man on L.O.S. before going out.

FB. vs. any Raider look or fourth man to strong side move to right and block to that side.

X REC Run through the inside shoulder of person covering you. Get width through the seam as QB might try to hit you down the seam on Cover 8.

Z REC. Start with a wide outside release. vs. Cover 8 run fade route.

# LUG/ROK 090 SIT




## NOTES

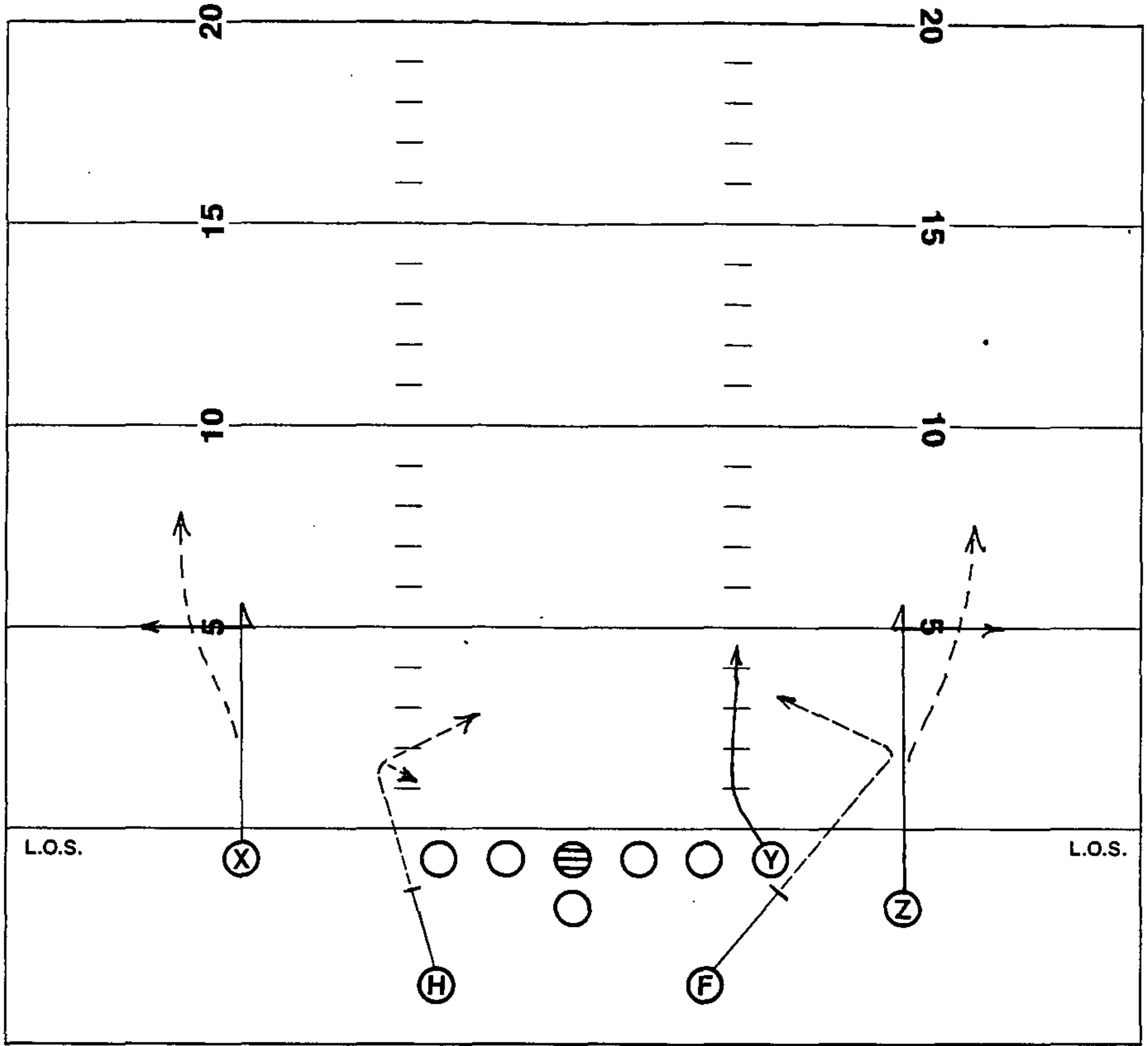
## ROUTE ADJUSTMENTS

Rec. run 9 routes vs. press coverage.

Run routes vs. bail technique by corner.

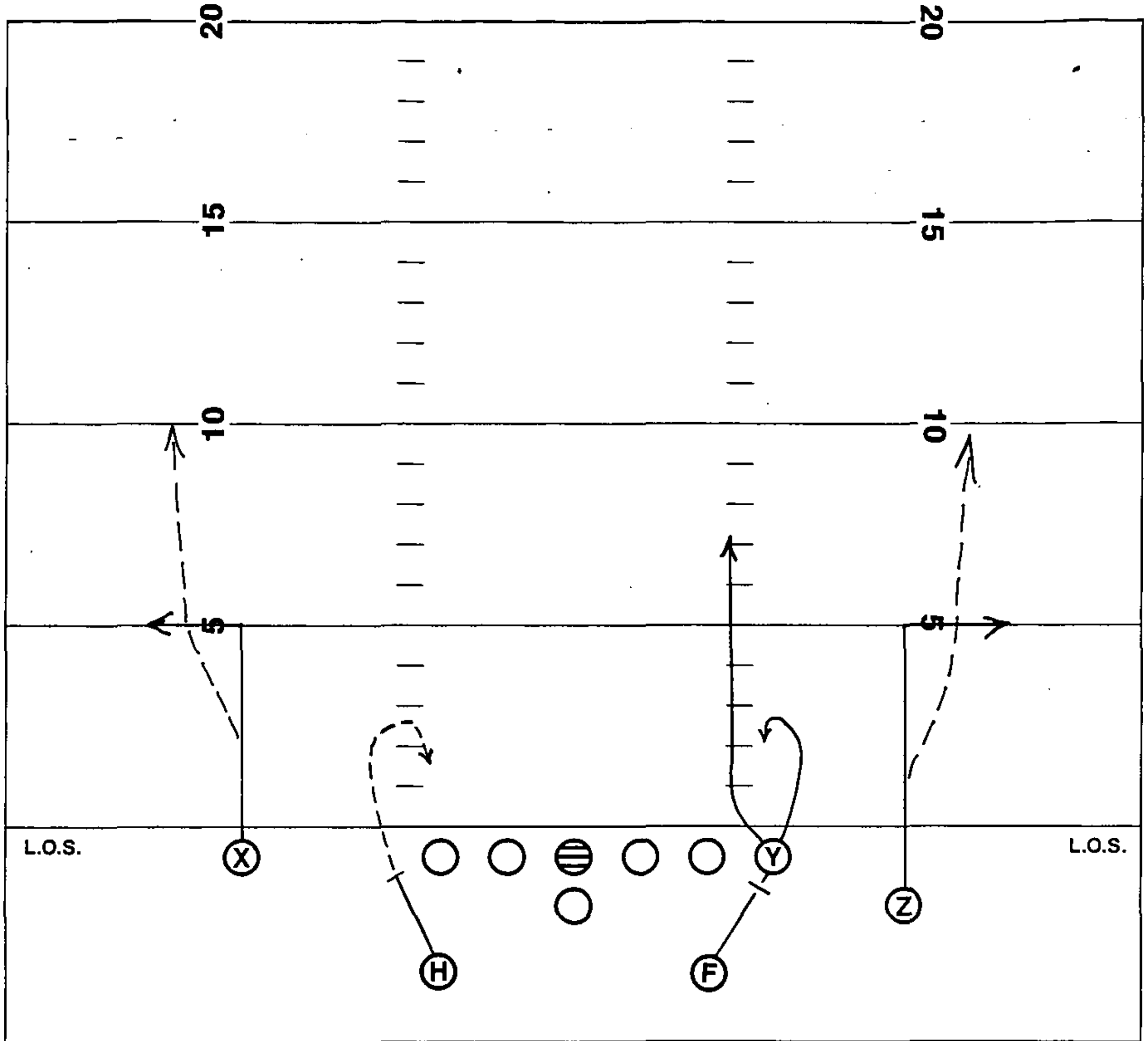
HB get open vs. man coverage.

# QUICK 090



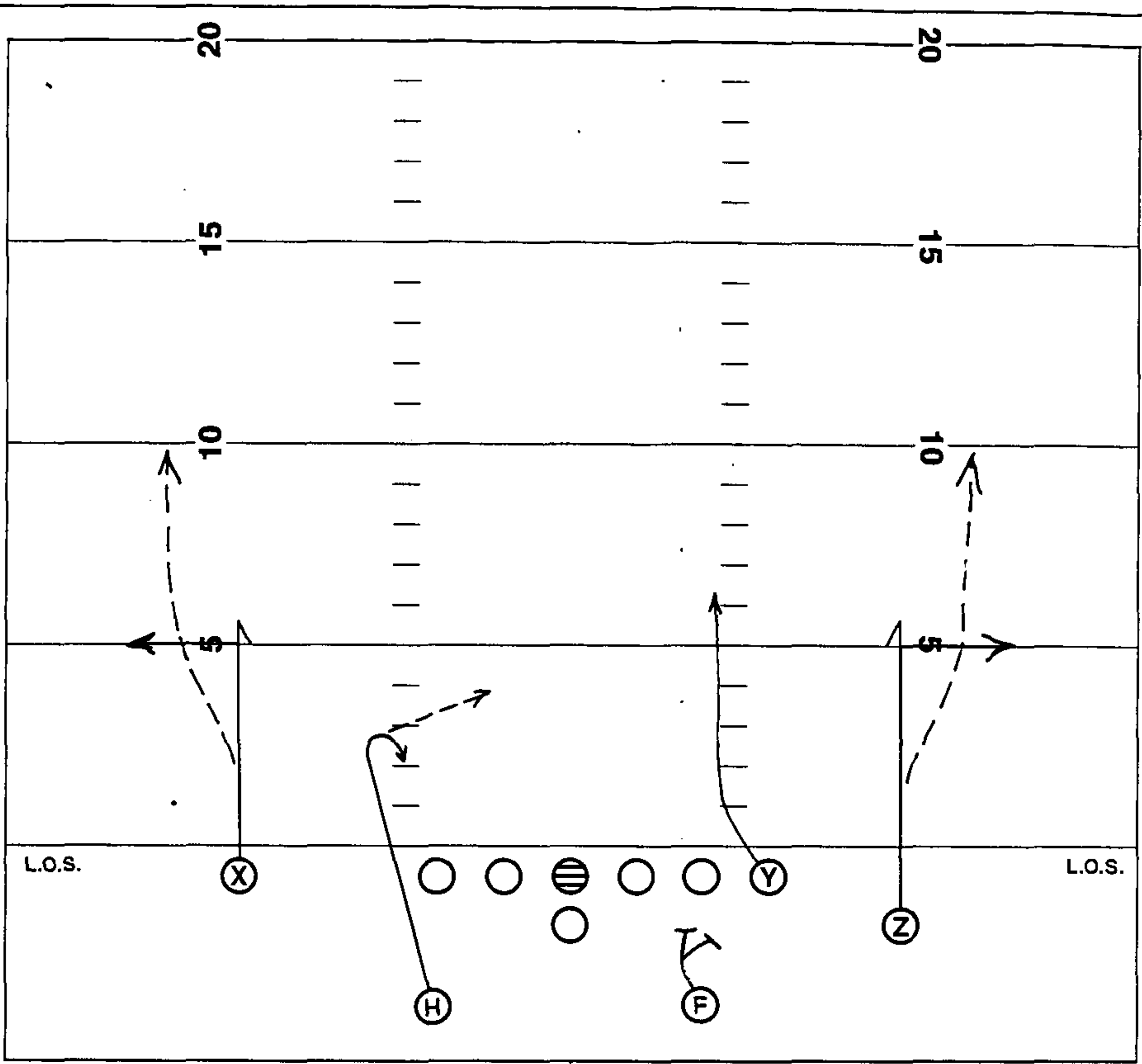

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Rec. run 9 routes vs. bump coverage.<br>FB & HB Get open vs. man coverage. |

# QUICK 191 (RALLY-KILL CLOCK)



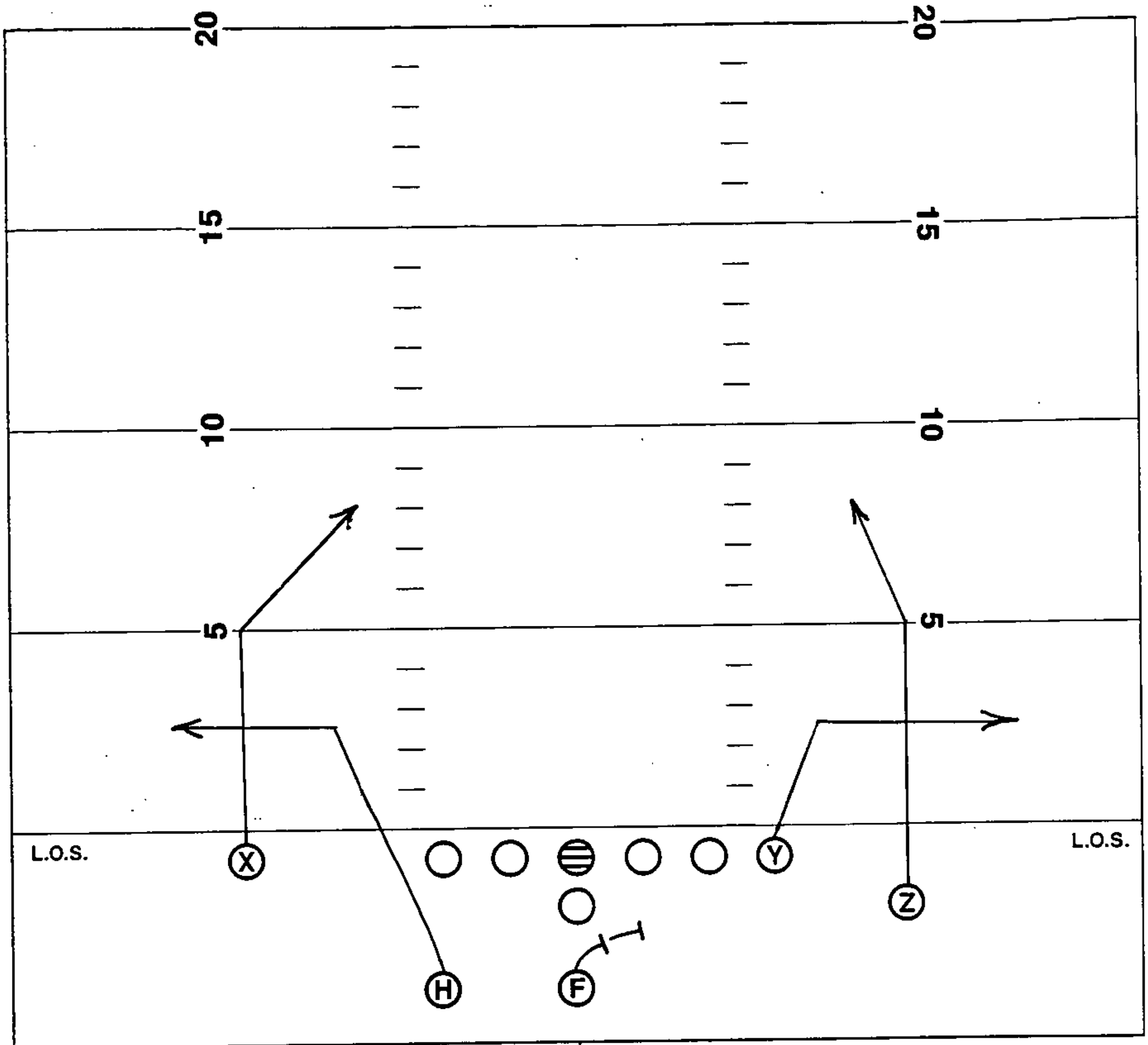

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Rec. run 9 routes vs. press coverage.<br>Run routes vs. bail technique by corner<br>HF & FB<br>Get open vs. man coverage. |

# LUG/ROK 191 SIT



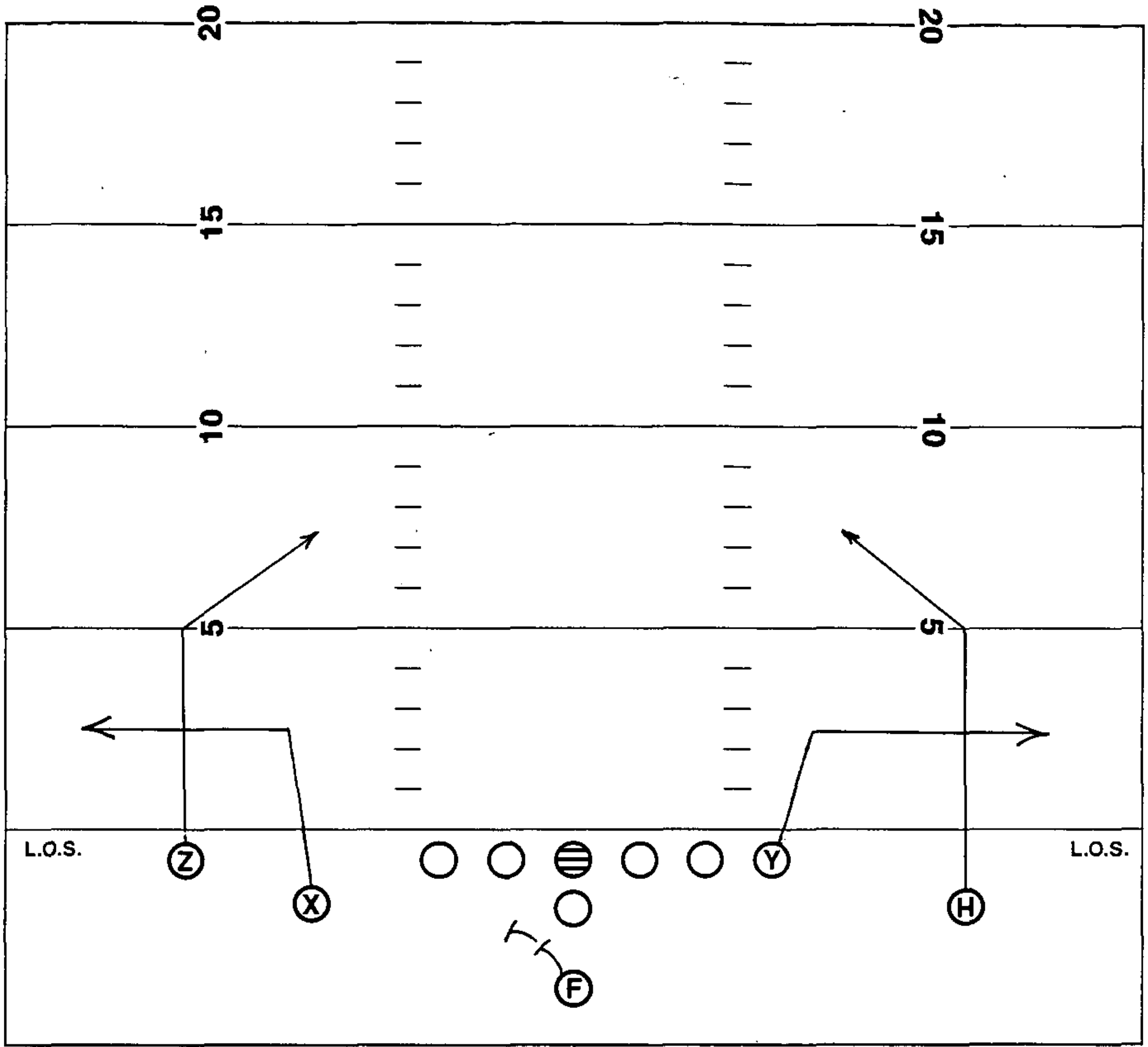

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Rec. run 9 routes vs. bump corner.<br>Run routes vs. bail technique by corner.<br>HB: Get open vs. man coverage. |

# LUG/ROK 212 SHOOT



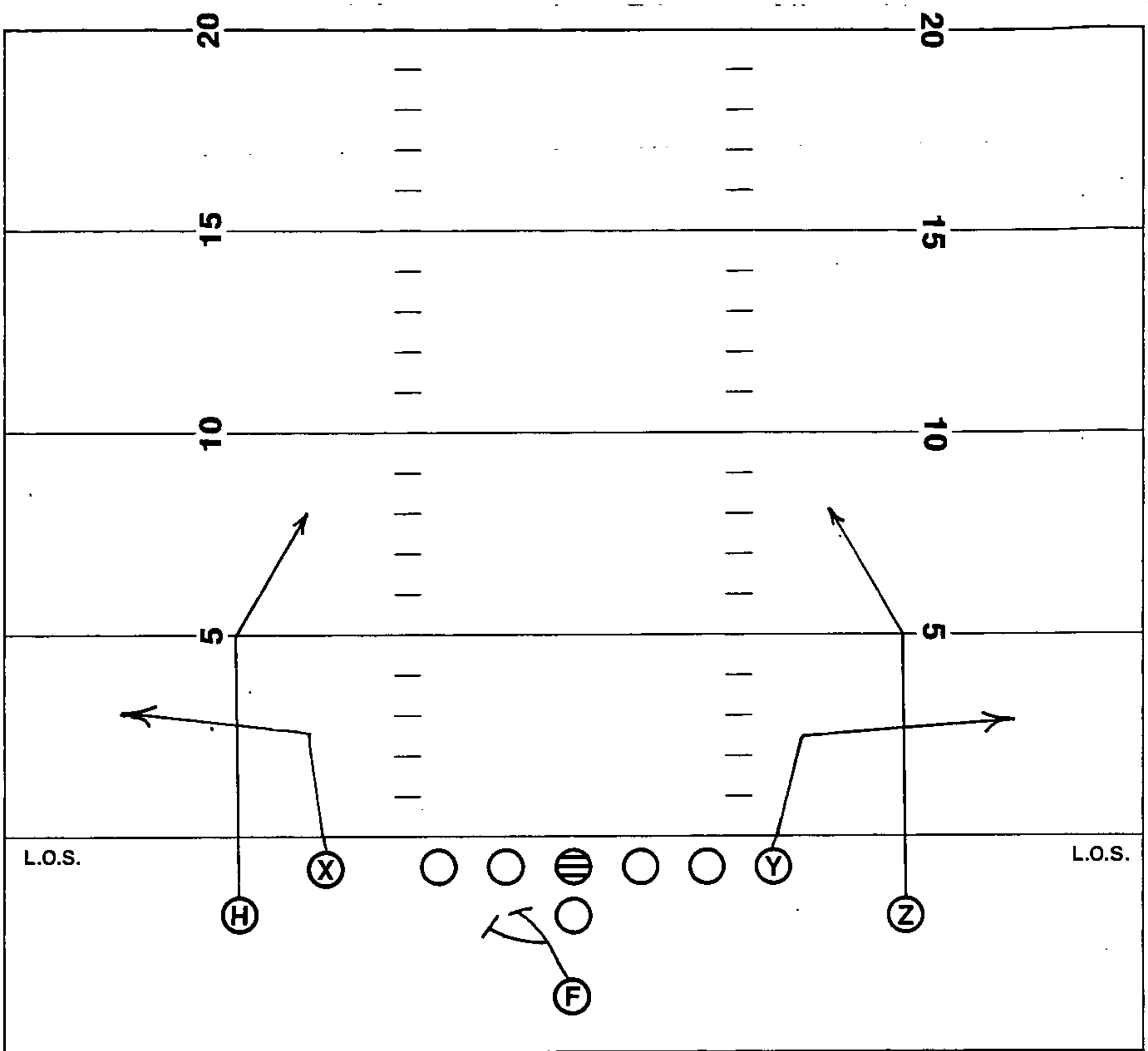

| **NOTES** | **ROUTE ADJUSTMENTS** |
| --- | --- |
| | Rec. Route stays on vs. press coverage. Receivers must start on a outside release then come back underneath cornerback at 5 yds. |

# ROK/LUG 212 Y SHOOT (TRIO EAST)



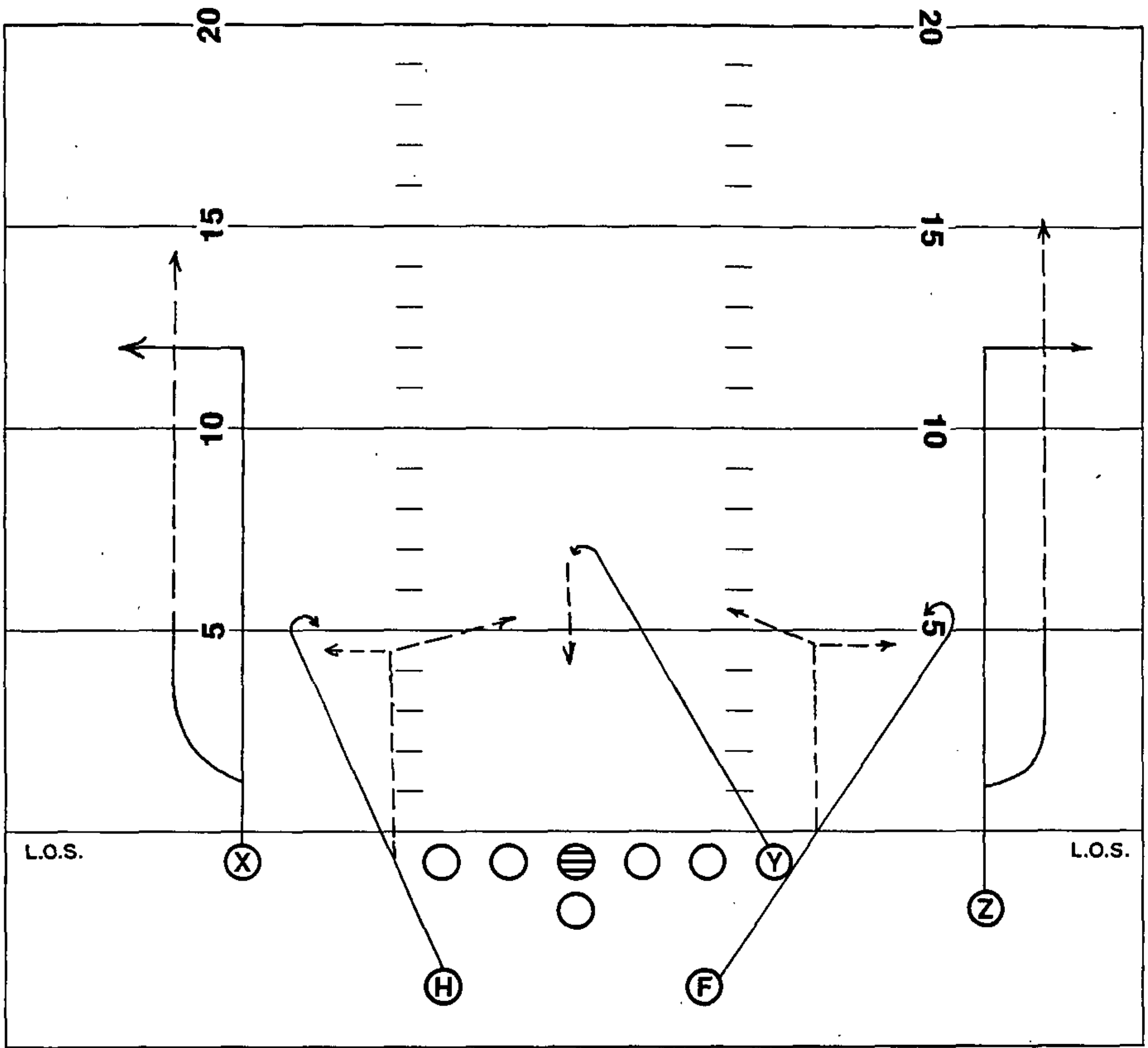

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | H & Z Route stays on vs. press coverage. You must start on an outside release then come back underneath cornerback at 5 yds. |

# ROK/LUG 212 X SHOOT (DEE)



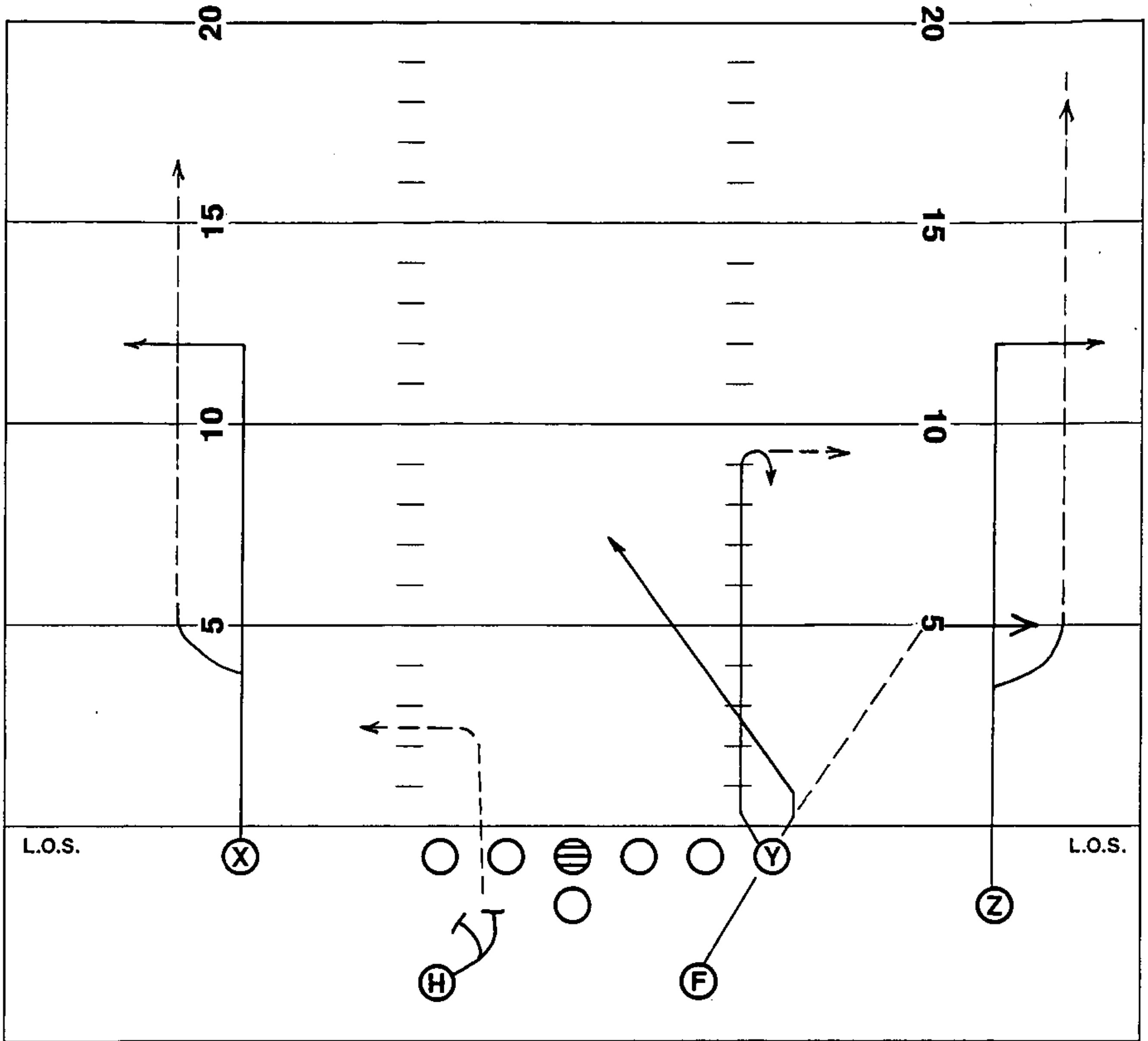

| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | H & Z Route stays on vs. press coverage. You must start on an outside release then come back underneath cornerback at 5 yds. |

# SCAT MID 303 DOUBLE SPOKE




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Rec: Run 9 routes vs. press coverage.<br>Y: Run back toward center vs. man coverage<br>HB & FB: Get open vs. man coverage. (Inside or outside break). |

# RON/LOU 333 QUICK CIRCLE/FLAT/CIRCLE




## NOTES

Y: TE Must always work off the first inside backer.

FB On quick circle get across the L.O.S. before breaking.

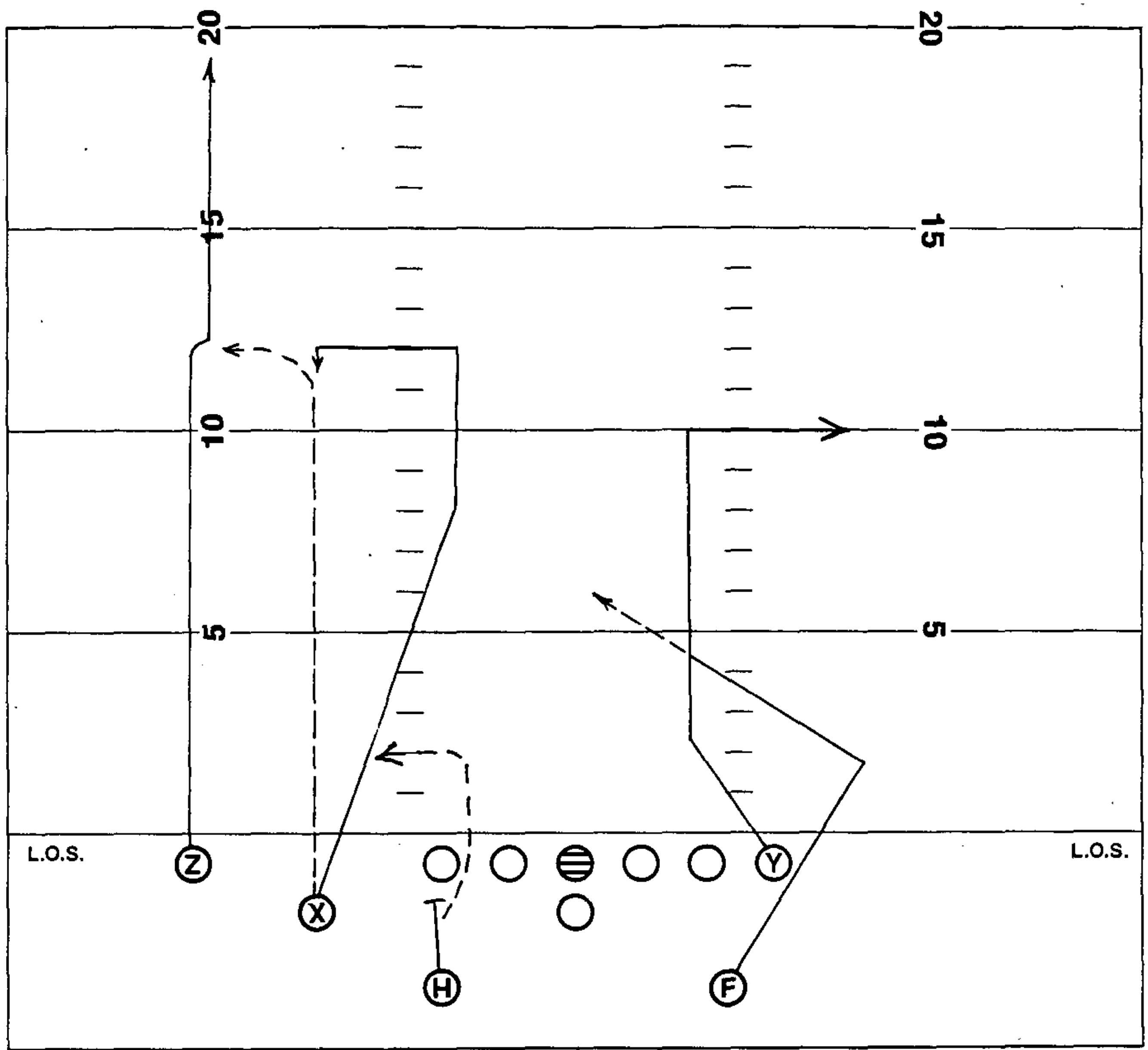
On flat route work at outside shoulder of person responsible for flat area.

## ROUTE ADJUSTMENTS

REC. Run 9 routes vs. press coverage.

Run routes vs. bail technique by corner.

# RON/LOU 339 QUICK CIRCLE/FLAT/CIRCLE/SWING




## NOTES

Y. Work off first inside backer.

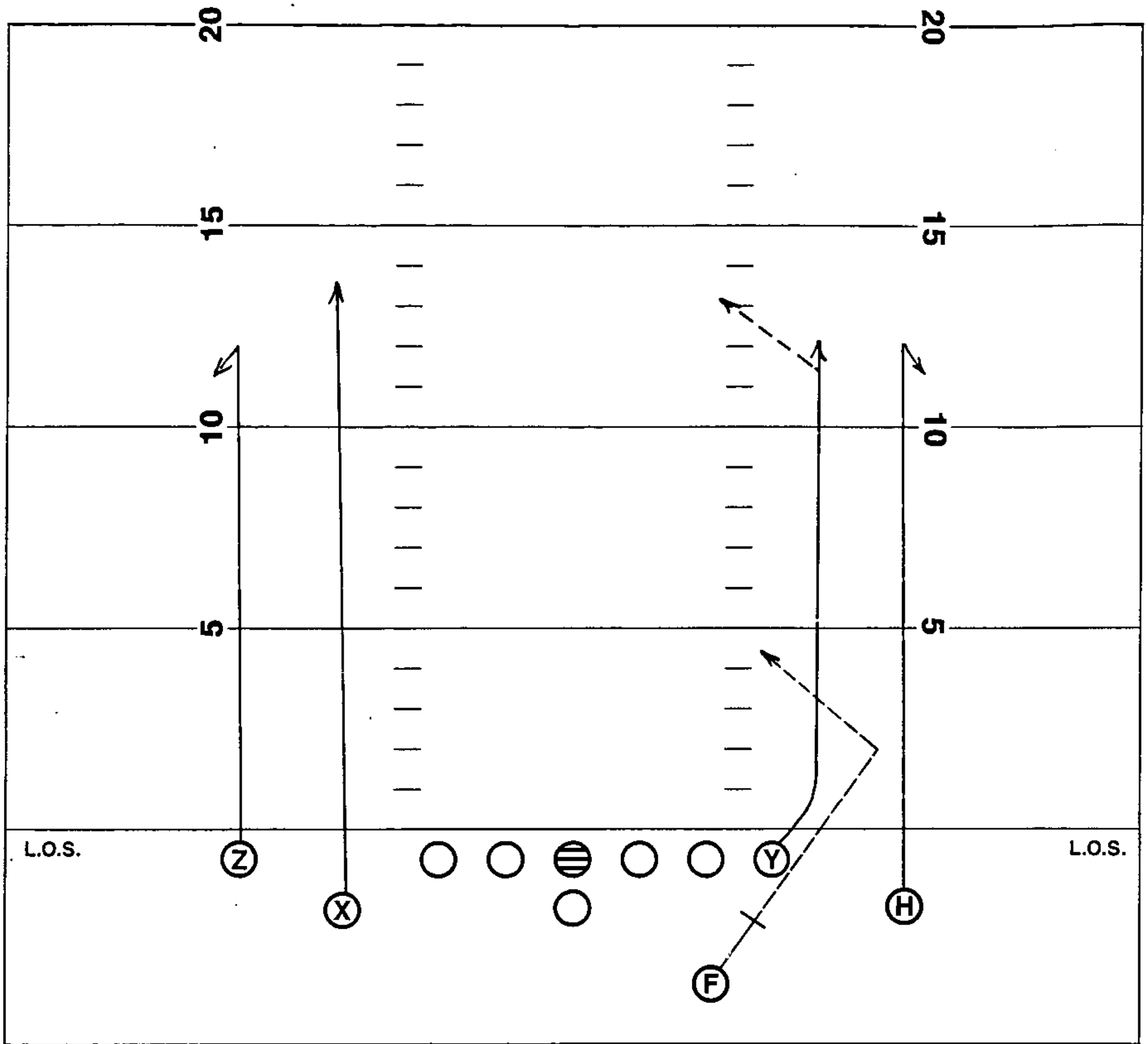
HB After protection check, run at the mike backer's outside shoulder trying to occupy him.

## ROUTE ADJUSTMENTS

Z Rec. run 9 route vs. press coverage.
Run route vs. bail technique by corner.

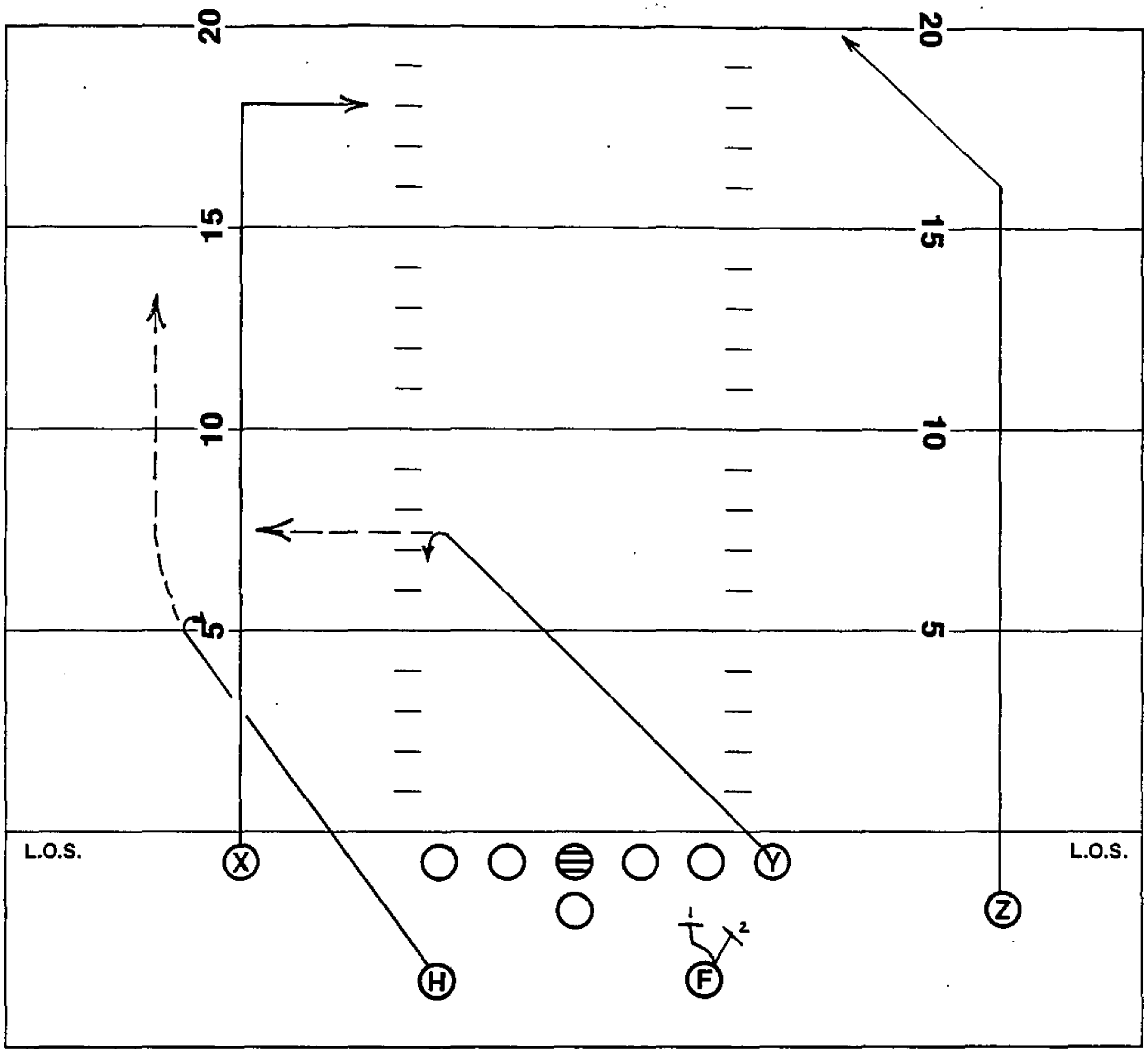
X. Run speed out vs. press coverage.
Work off first inside backer vs. zone.

# SCAT MID 383 Y SEAM FB QK CIRCLE



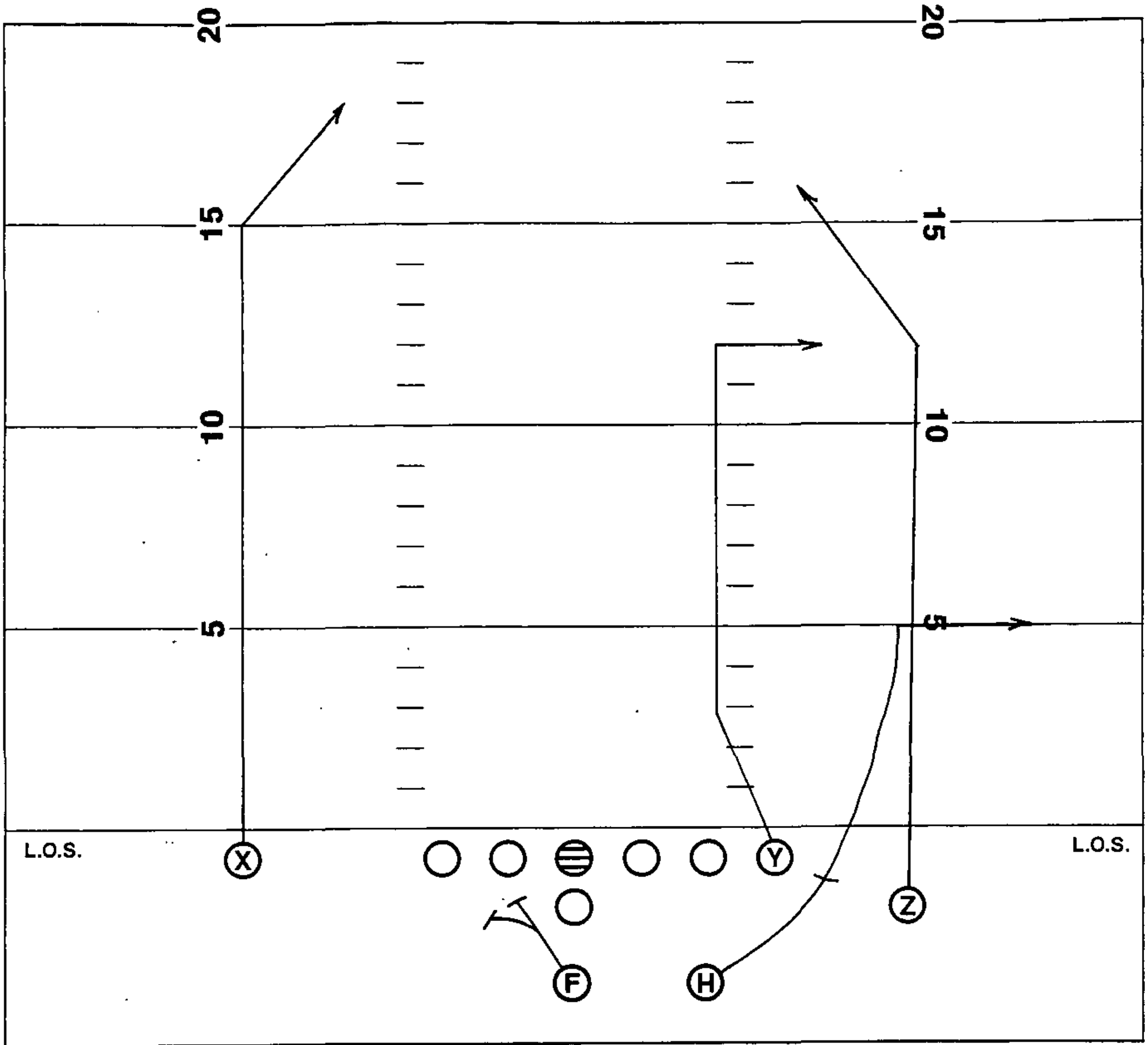

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | TE. Break to middle vs. no F/S. |
| | H & Z. Runs 9 routes vs. press coverage. |
| | FB: Listen at QB for LEE call. If given a LEE call FB must check before releasing. |

# LEE/RAM 608 WIDE (508 WIDE)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | X & Z Routes stay on vs. all coverages. X must find a hole in defense and gear it down.<br>Y. Runs a crossing vs. man coverage. Hook over weak tackle vs. zone.<br>H. Runs a swing vs. man coverage. Hook 5 yds. deep and about 6 yds. from the sideline vs. zone coverage. |

# RON/LOU 838 POLE FLAT




## NOTES

Y. Must work off first inside backer

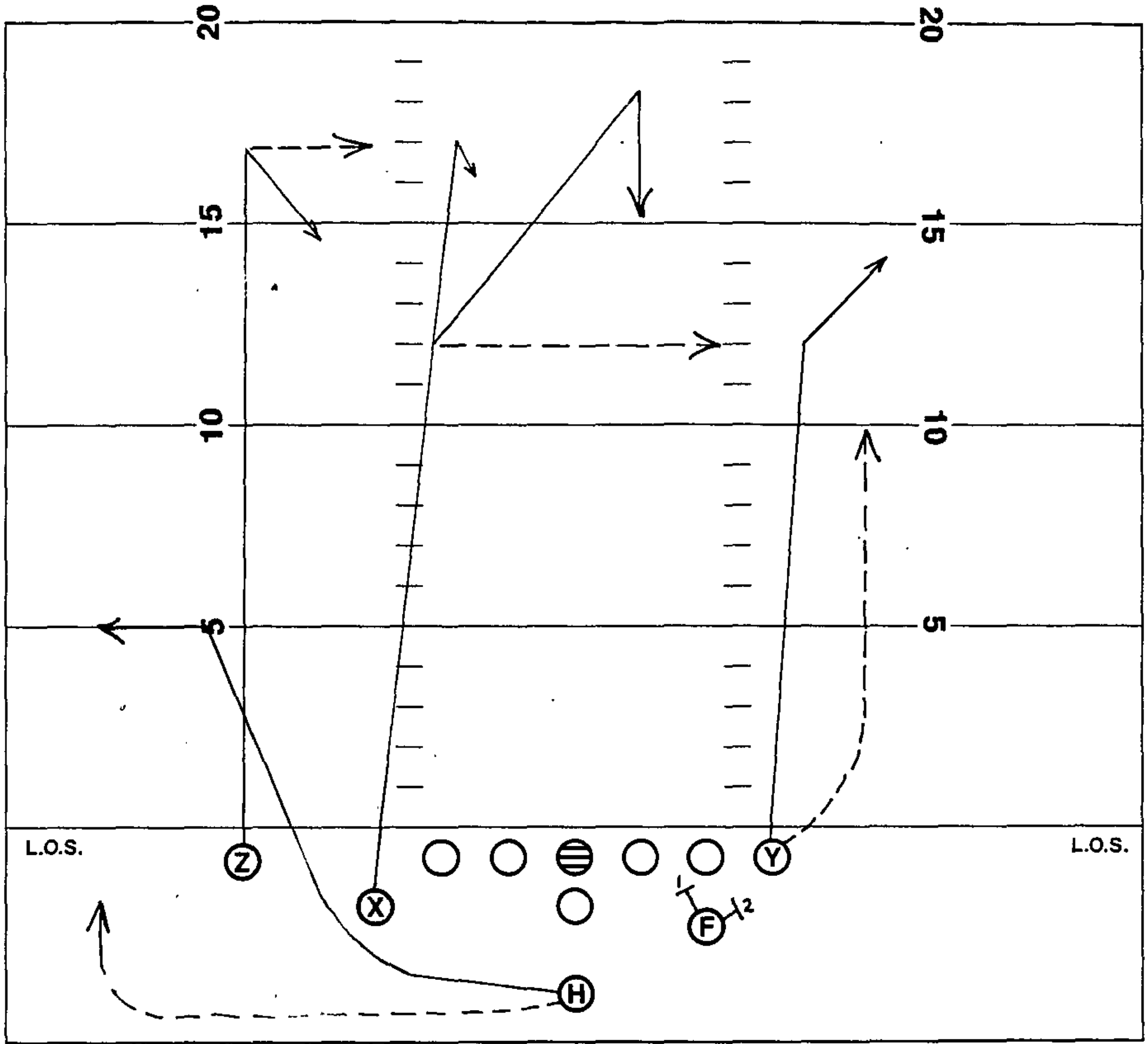
HB. Run at outside shoulder of person responsible for flat area.

## ROUTE ADJUSTMENTS

X REC. Run a deeper 8 pole as it will take the QB a little longer to get back to you.

Z. Route stays on vs. all coverage.

# LEE/RAM 844 LOOP/FLAT (TITE)




## NOTES

Receivers. A 4 run away is a shorter 6 route.

## ROUTE ADJUSTMENTS

X & Z Run routes vs. zone coverage. X working zone area between hash. Z working area from sideline to near hash.

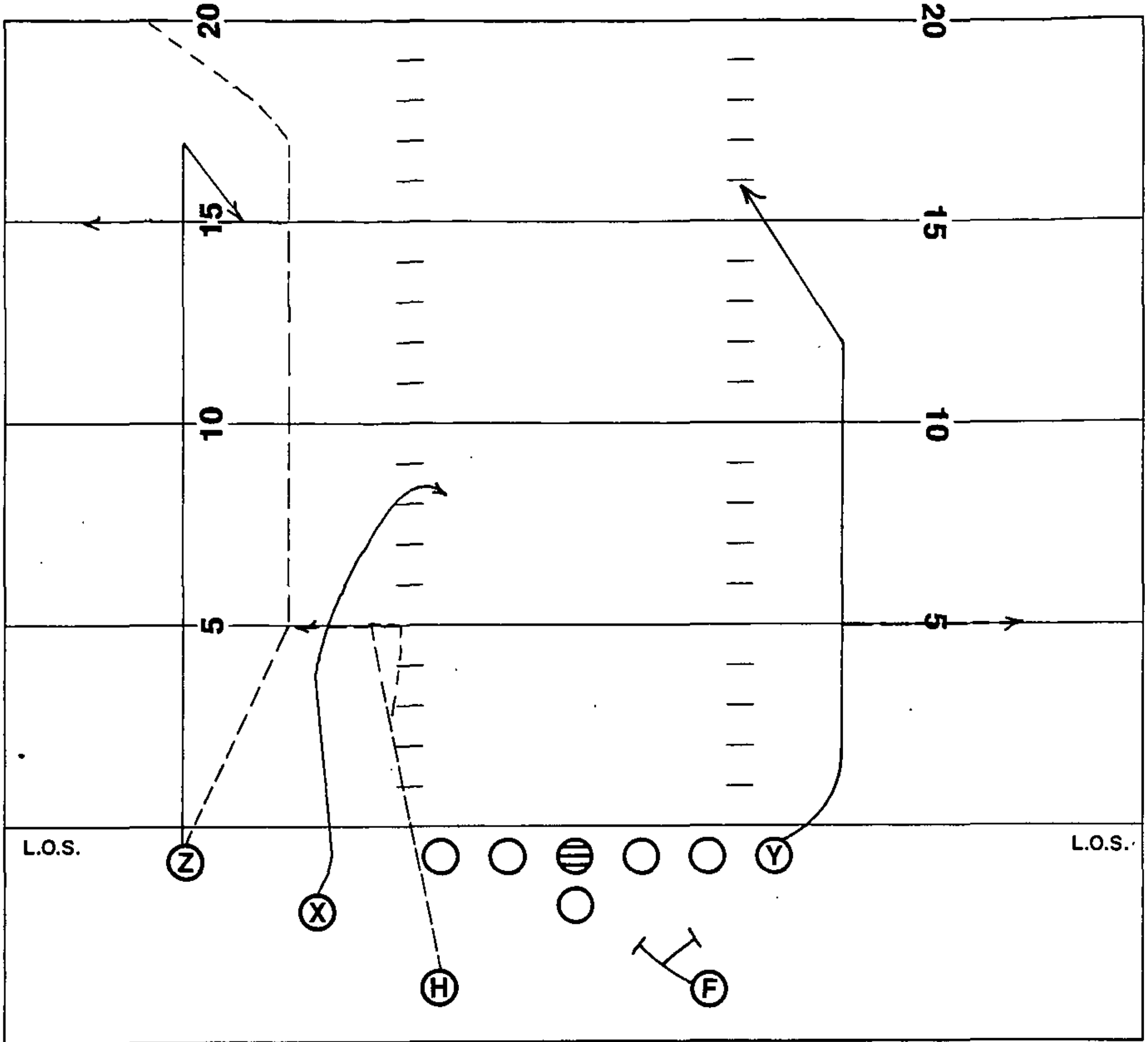
Vs. man press coverage, 4 routes turn into a 4 run away route.

Vs. man off run a shorter 6 route.

Y. vs. any press coverage take outside release run a 9 fade route.
vs. any 3 deep zone run 9 fade route – outside release

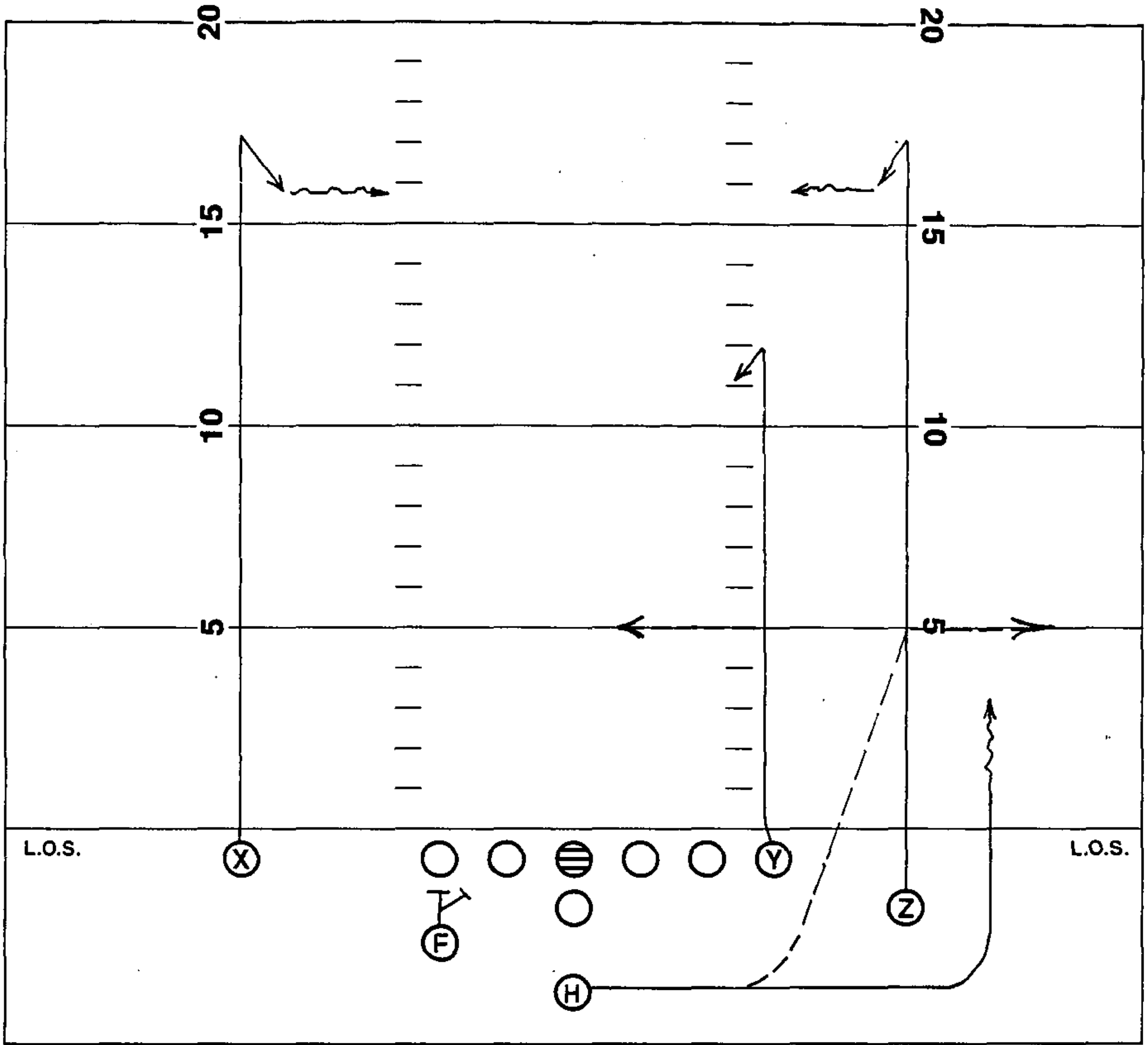
vs. any 2 deep zone run 7 route.

## LEE/RAM 844 FLAT/SWITCH (EAST)




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | |

# RAM/LEE 844 LOOP/FLAT (CONVERT)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|

Rec. If the QB says convert in huddle and the defense plays Cover 8 we will adjust to 7 routes.

Y. A 4 run away route is a 7 yard 6 route.

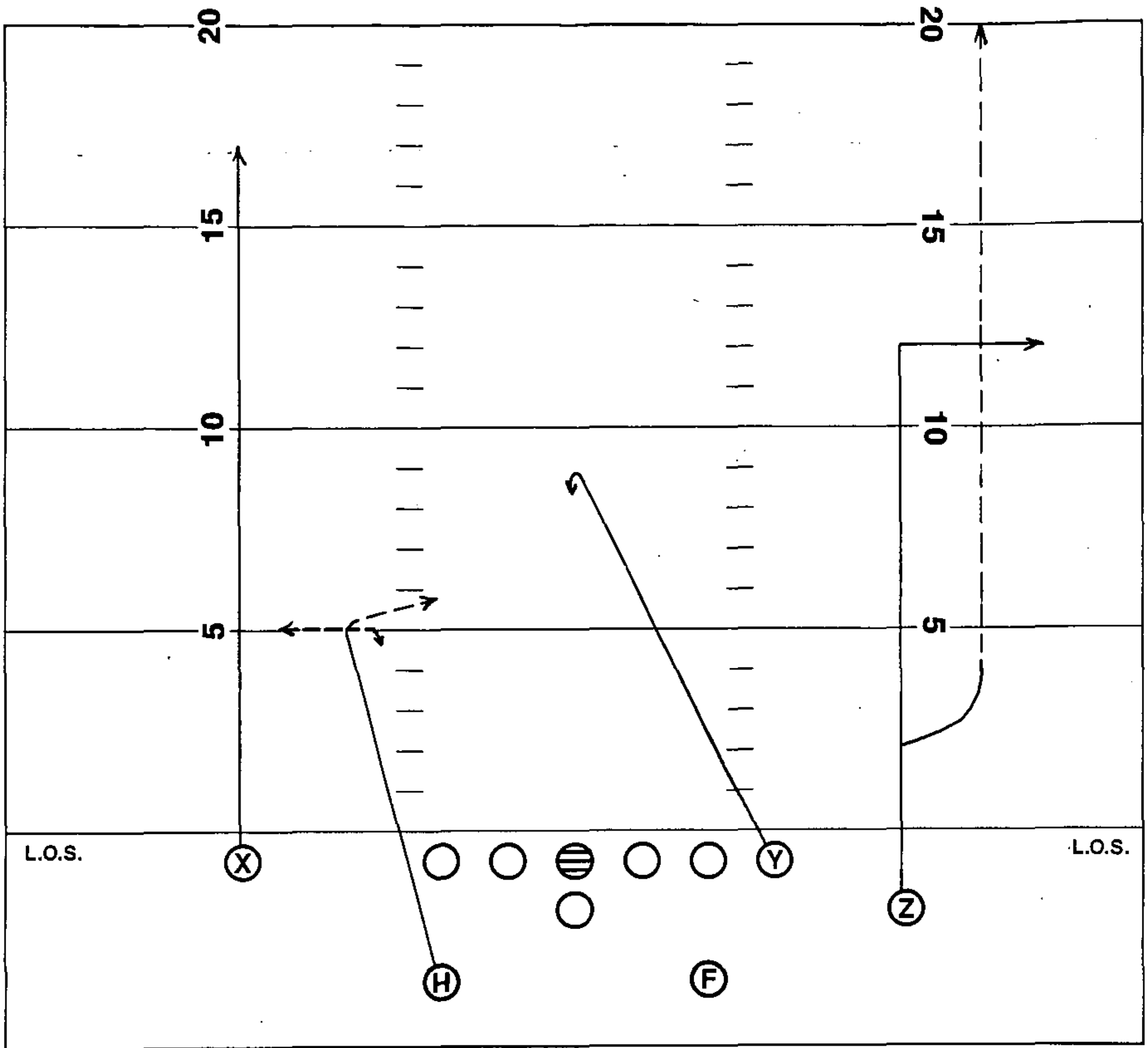
X & Z Routes stays on vs. all coverages unless QB calls convert in huddle.

Y. Runs 4 route unelss he gets a bump coverage. Vs. bump coverage the route turns into a 4 run away.

HB On loop route get depth as your release on pattern.

On flat route work at outside shoulder of person responsbile for flat area.

# LOU/RON 903/309 SPOKE




**NOTES**

**ROUTE ADJUSTMENTS**

Z: Run 9 route vs. press coverage.
Run route called vs. bail technique by corner.

Y. Run back toward the center vs. man coverage.

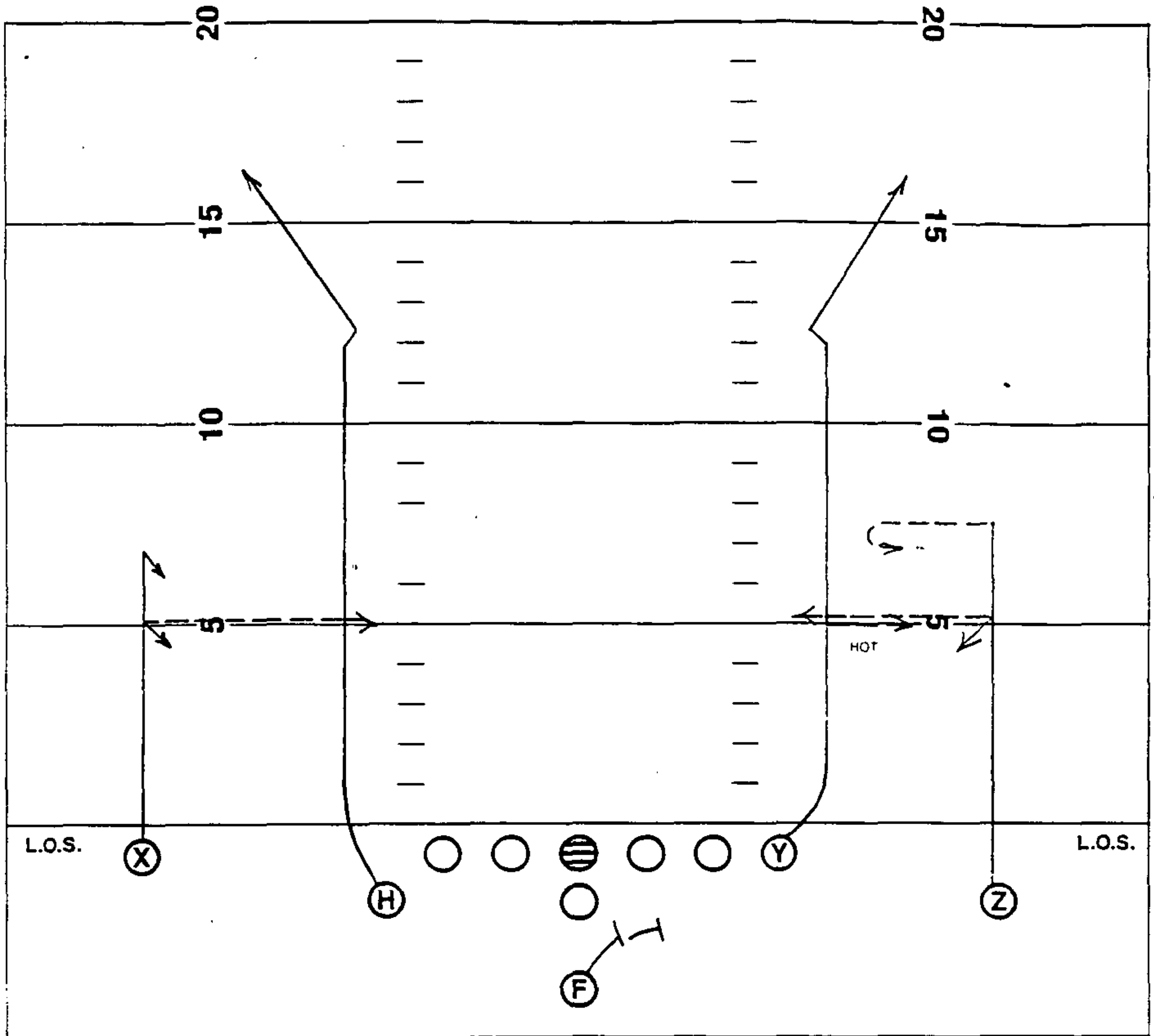
H. Get open vs. man coverage. (Inside or outside break.)

PASS SITUATION PASSES

(2ND 7-10/OBVIOUS 1ST DOWN)

LEE/RAM 070 SWIRL CORNER
RAM/LEE 070 SWIRL (X) READ
LEE/RAM 545 STOP
LEE/RAM 628 SWING
RAM/LEE 679 DIG FLAT
LEE/RAM 685 PRESS
LOU/RON 717 SHOOT
LEE/RAM 775 X READ STOP
RAM/LEE 866 CHOKE
LEE/RAM 866 CHOKE (EAST)
LOU/RON 9Ø9 SHOOT
SCAT MID Q 303 SEAM TRAIL
SCAT/MID Q 9Ø6 CUT LOOP

# LEE/RAM 070 SWIRL CORNER




## NOTES

QB- vs. any man coverage work H to Y.

vs. any soft coverage work two Outside Receivers.

If working the H. work H to X. If working the Y. work Y to Z.

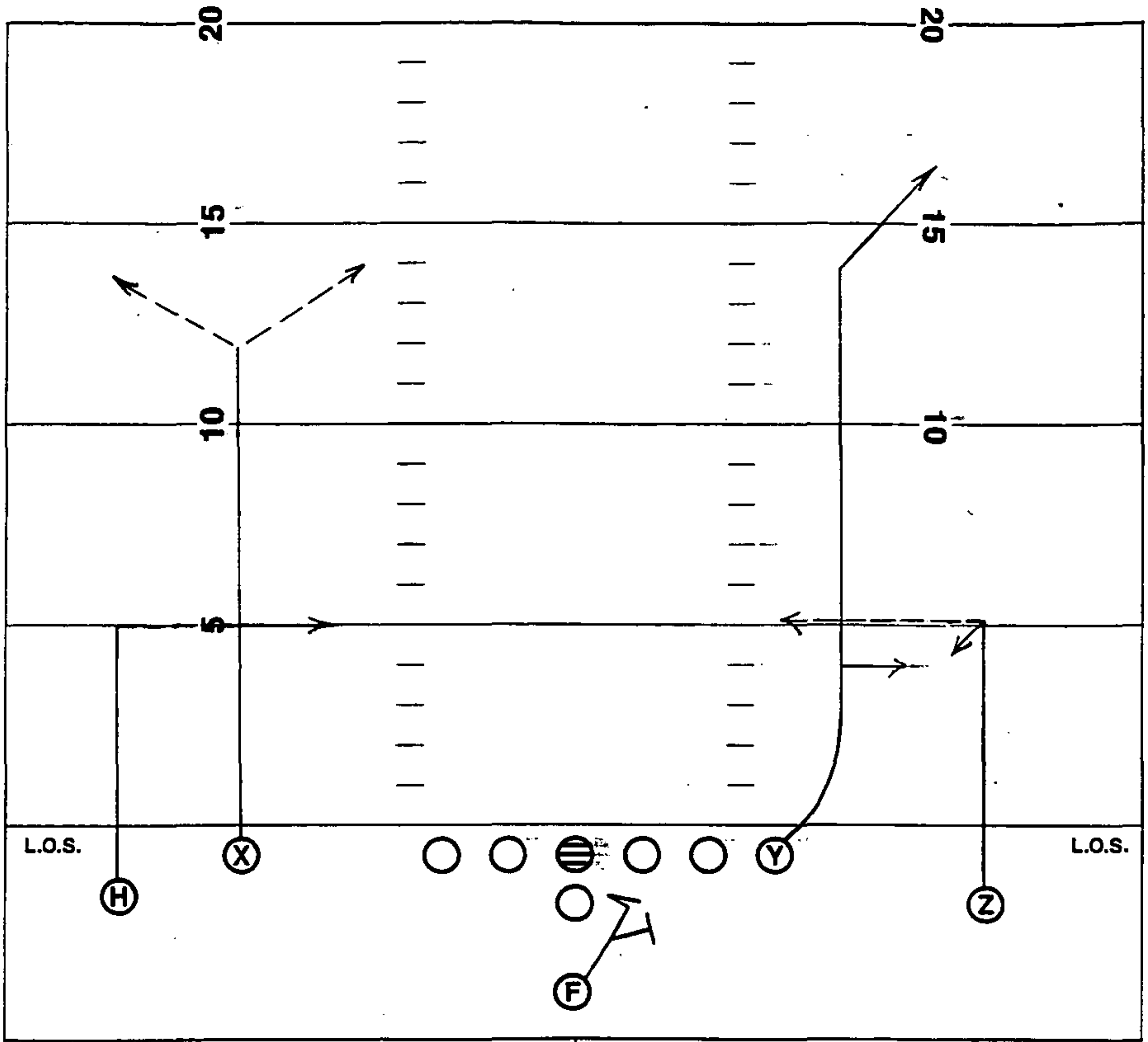
Y- Run hot vs S/S blitz.

## ROUTE ADJUSTMENTS

X & Z- Run O Route. If you do not get the ball out of your break, then break across the field working to your near hash.

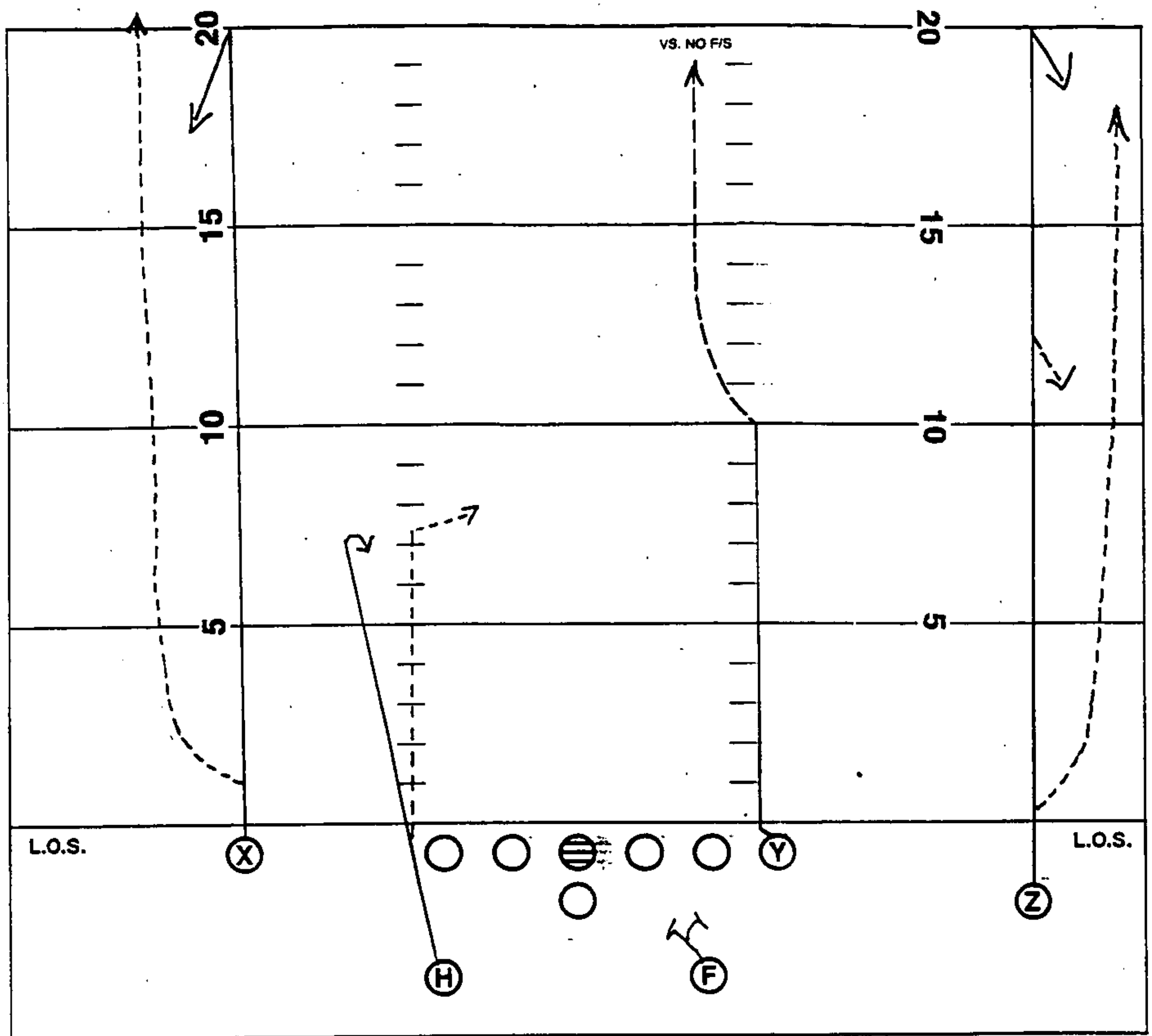
Y & H- Push upfield to given depth, then run corner routes.

## RAM/LEE 070 SWIRL X READ




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- All coverages work X First. If you start on X, work X to H. If you start on Y, work Y to Z.<br><br>Y- Run hot vs. S/S blitz. | H & Z- Run O Route. If you do not get the ball out of your break, then break across the field working to your near hash.<br><br>Y- Push upfield to given depth, then run corner routes.<br><br>X- Run route off the Defender covering you. If Cover 8 and the F/S is inside of you, run 7 Route. If F/S is playing outside of you, run 8 Route. |

# LEE/RAM 545 STOP




## NOTES

QB- Work to outside Receivers vs. any soft coverages. Any Cover 8 look, work TE down the middle to Z to X.

Remember H is always your dump off man.

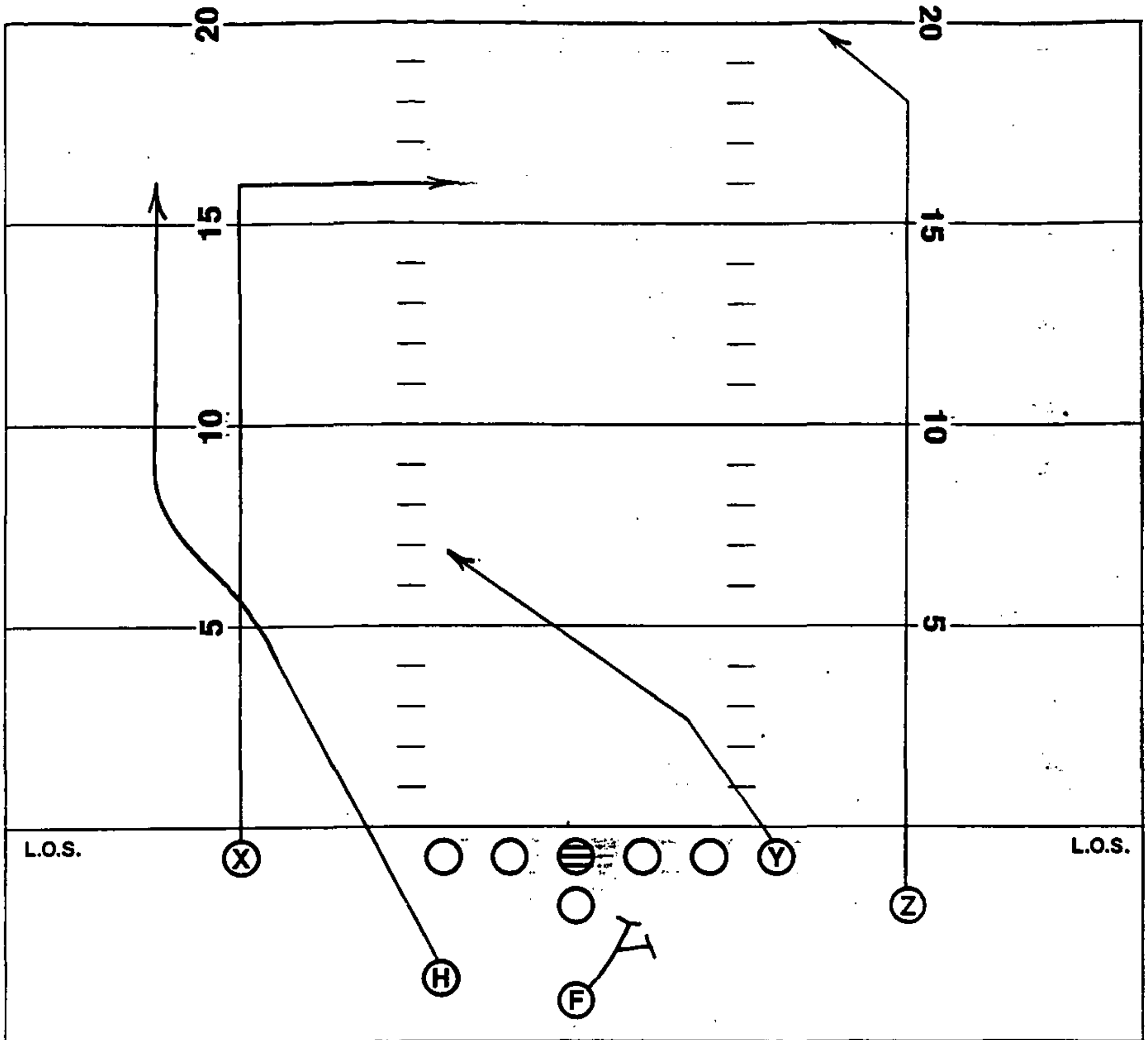
## ROUTE ADJUSTMENTS

X & Z- Run 9 Route vs. Bump coverage.

Y- Run a 4 Route unless you see no F/S: Whenver there is no F/S, run a 9 Route.

H- Run a Hook vs. Zone. Break Inside vs. Man.

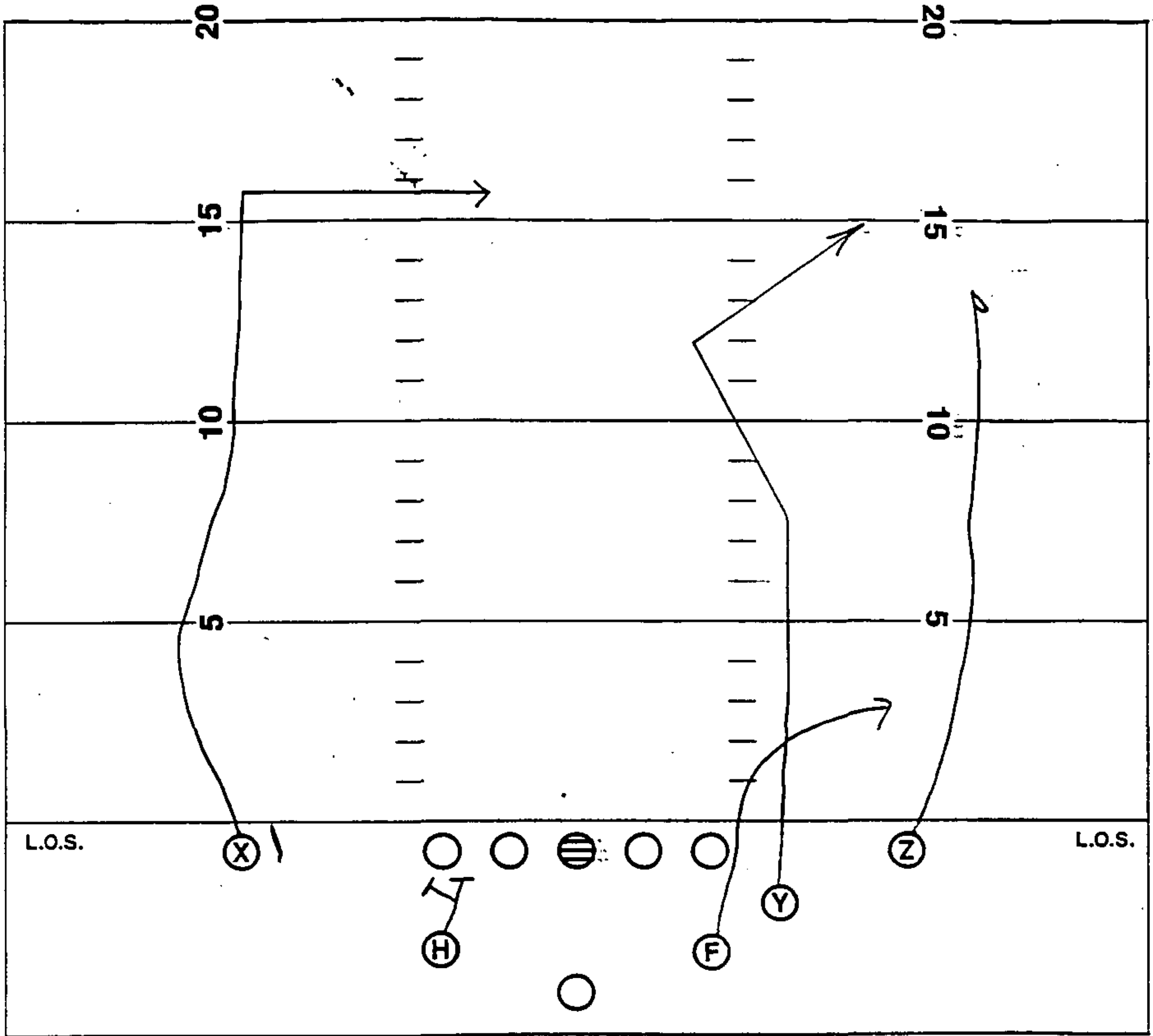
# LEE/RAM 628 SWING




**NOTES**

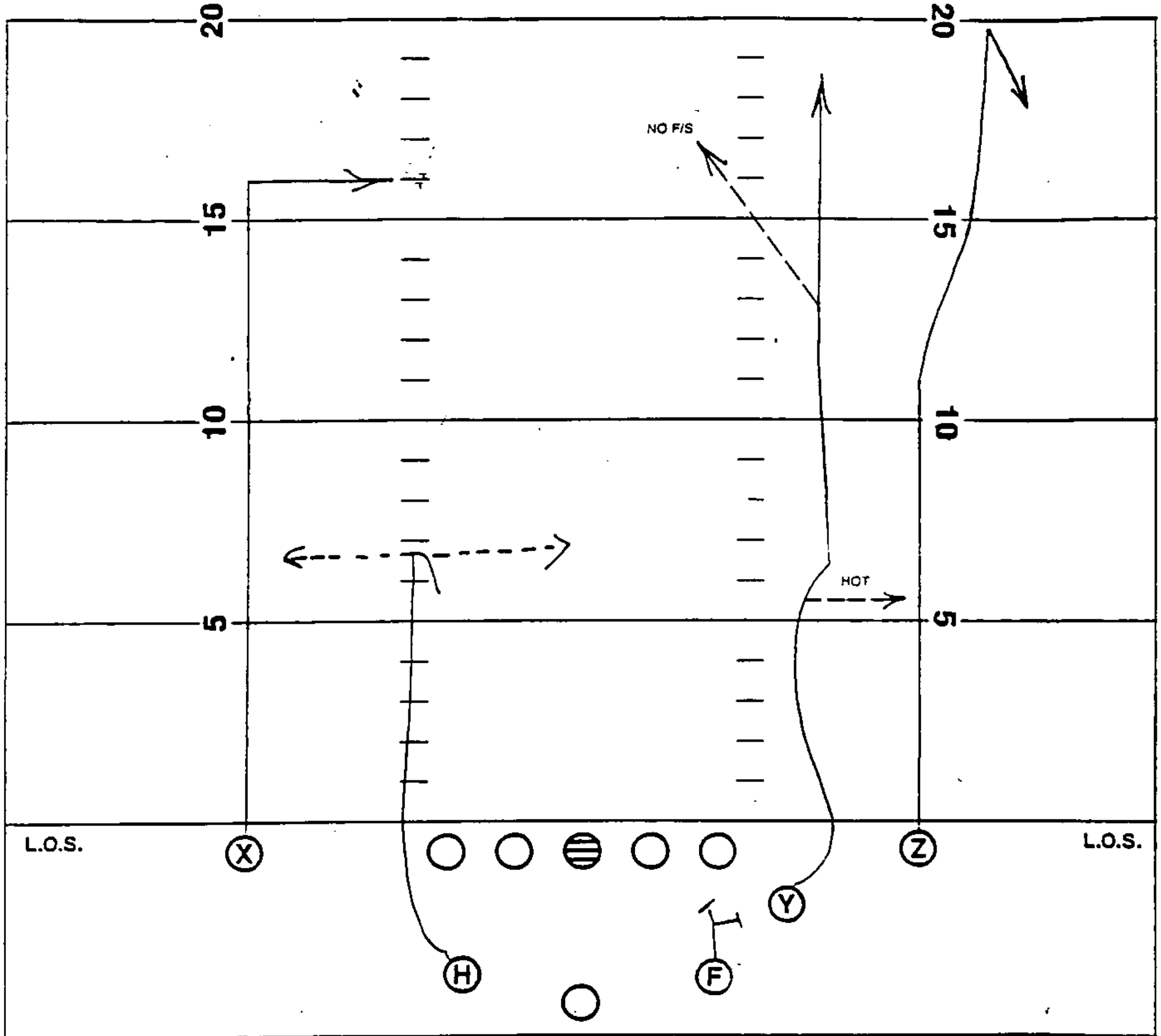
**ROUTE ADJUSTMENTS**

# RAM/LEE 679 DIG FLAT




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Work the Z to Y to FB. If all fails, remember X is crossing late. | X & Z- Run routes called.<br>Y- Run Dig Route down to inside the hashes.<br>F- Attack the outside shoulder of the person responsible for the flat. |

# LEE/RAM 685 PRESS




**NOTES**

QB- Work to best look side. If working weak, work X to H. If working strong, work Y to Z.

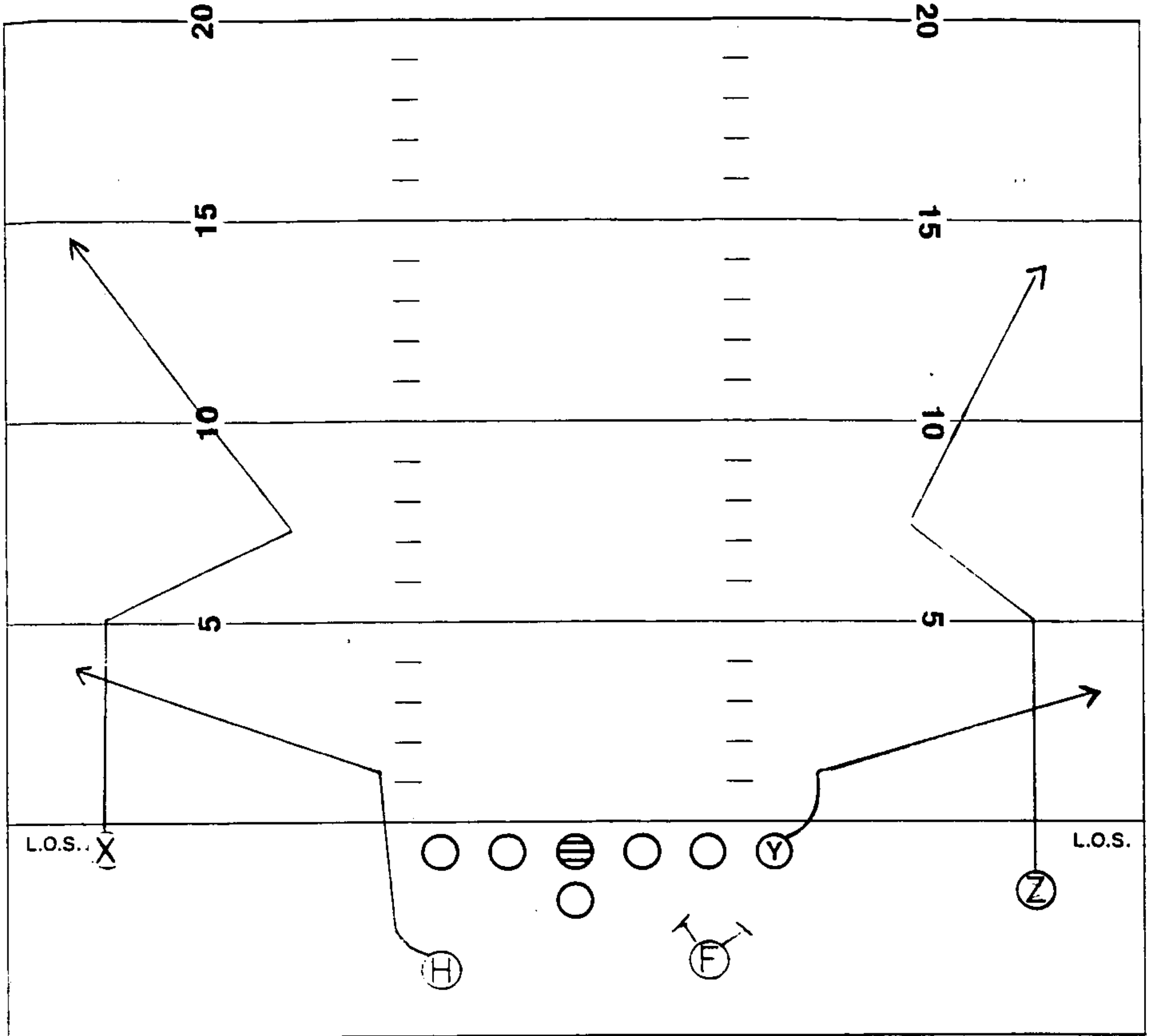
**ROUTE ADJUSTMENTS**

X & Z- Run route called.

Y- Run wide 8 Route. No F/S break to the middle of the field. vs. S/S blitz run hot route.

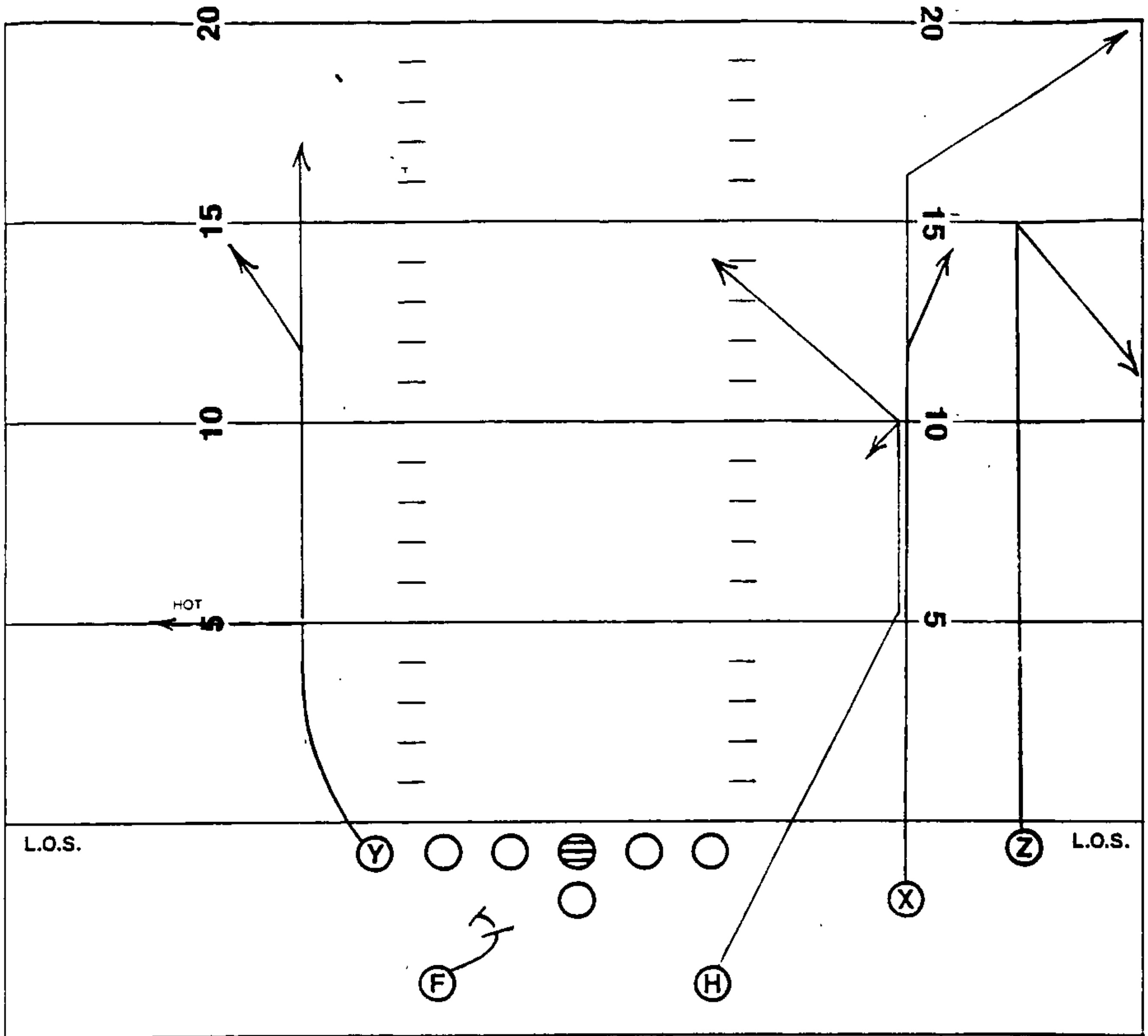
H- Attack the Mike Backer vs. any man coverages. Hook in the hole vs. any zone coverage.

LOU/RON 717 SHOOT




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | |

# LEE/RAM 775 X READ STOP




| NOTES | ROUTE ADJUSTMENTS |
|---|---|

QB- Any outcall over the TE look for the Quick Nine Fade Route. Any Bump coverage on X & Z, with soft coverage on Y, work X to Z to H.

Any Cover 8, work X or Read to H on Stop Route.

Any Cover 3S with F/S cheating weak and S/S up tight to LOS look at TE on 9 Fade Route.

Any Cover 3S with F/S normal work Z to HB on Stop Route.

Y- Hot vs. S/S blitz.

X & Z- Run routes called vs. all coverages.

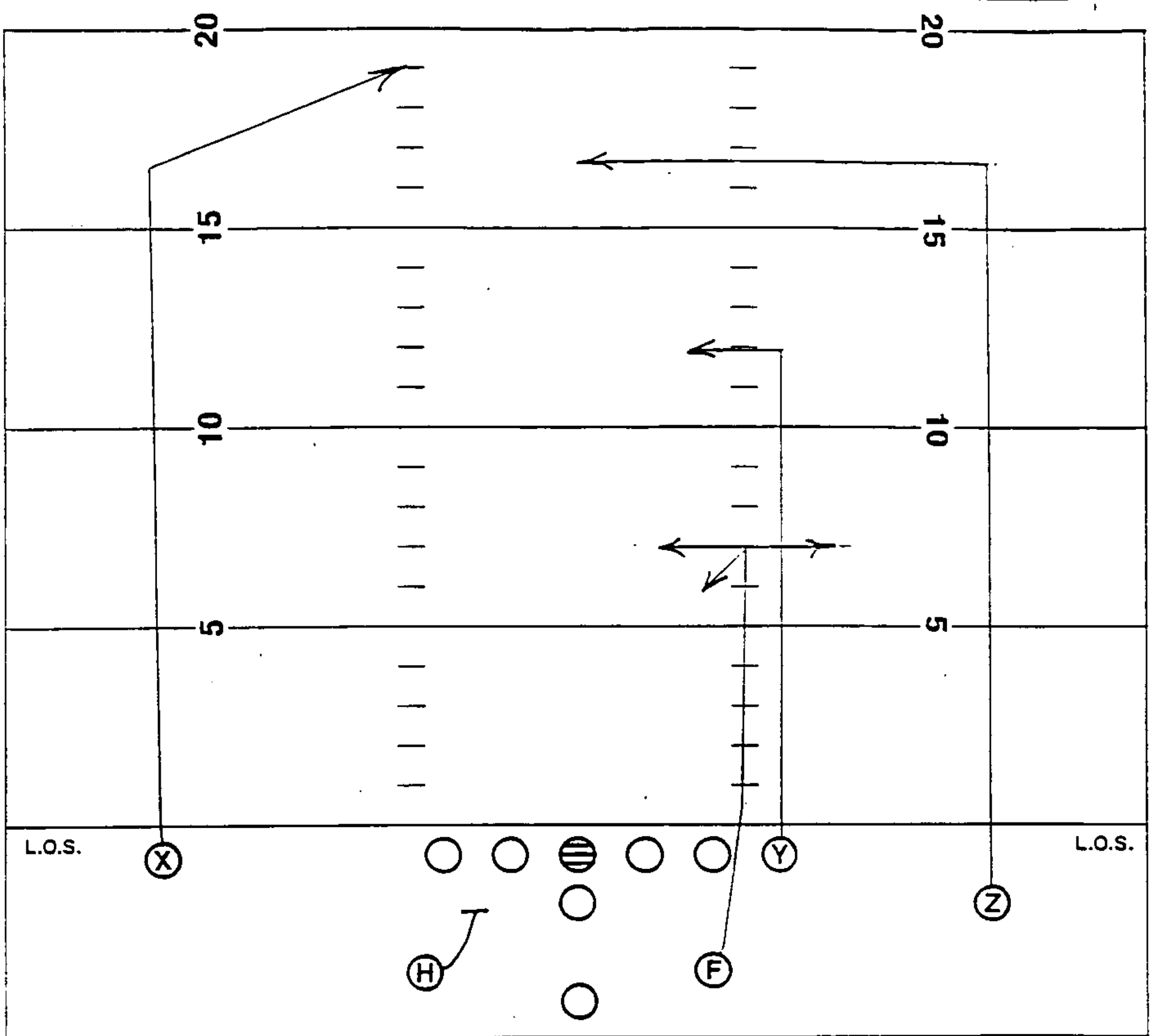
Y- Run 9 Fade vs. Bump coverage, or Cover 3S with S/S on LOS.

Any two deep look, run 7 Route.

HB- vs. zone coverage, hook up about 10 yds deep and 1½-2 yards inside the numbers

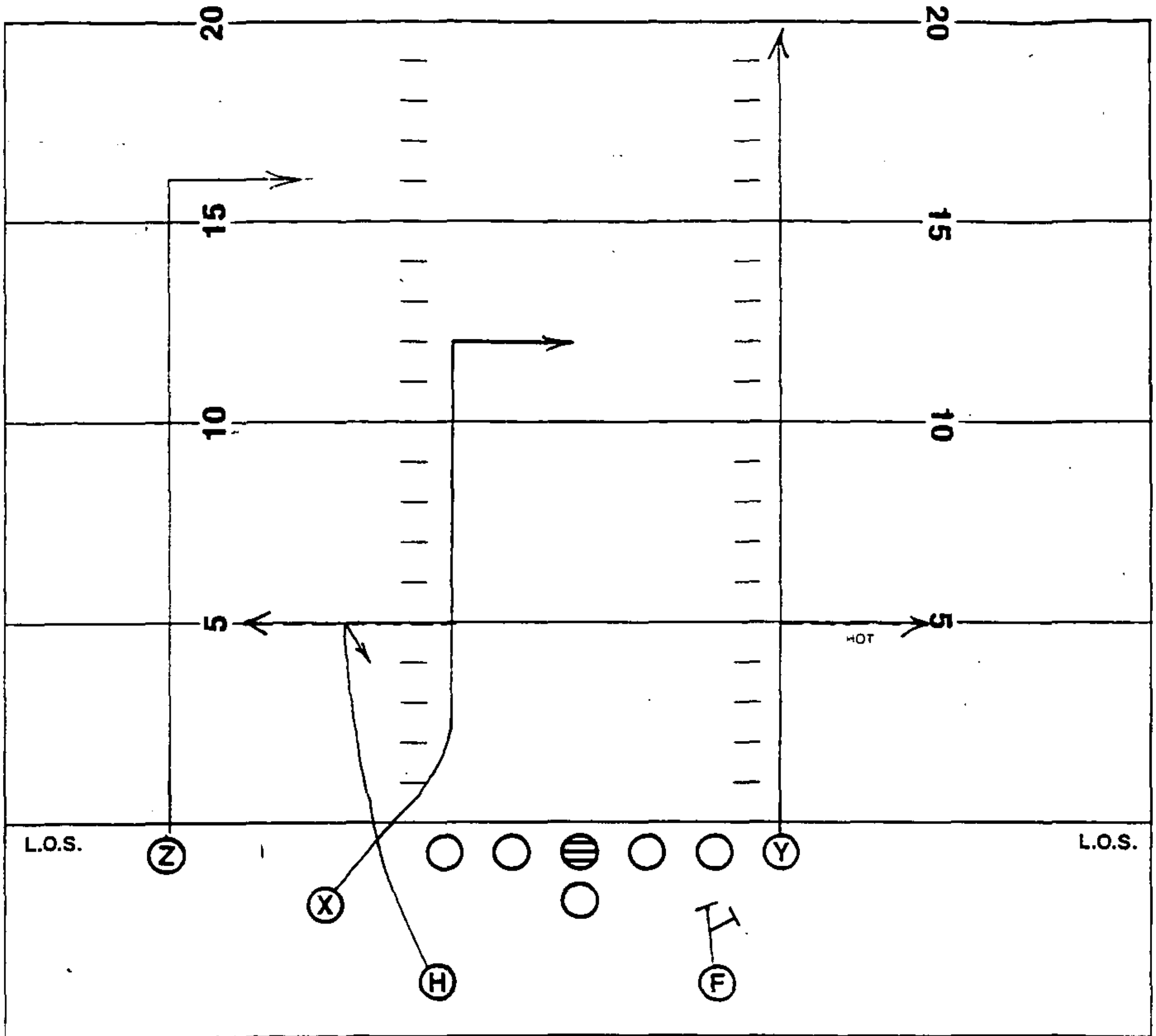
vs. any man coverage, get same width to the numbers, then break to the middle of the field beating your man.

# RAM/LEE 866 CHOKE




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- No middle safety, throw the 8 Route. Any other look, work Y to Z to FB. | X,Y,<br>Z & F- All run the route called. |

## LEE/RAM 866 CHOKE (EAST)




**NOTES**

QB- vs. outcall work the TE on 9 Fade Route. All other coverages work the X to Z to HB on Choke.

Y- Hot vs. S/S blitz.

Z- Remember to align with width.

**ROUTE ADJUSTMENTS**

X & Z- Run 6 Routes vs. all coverages,

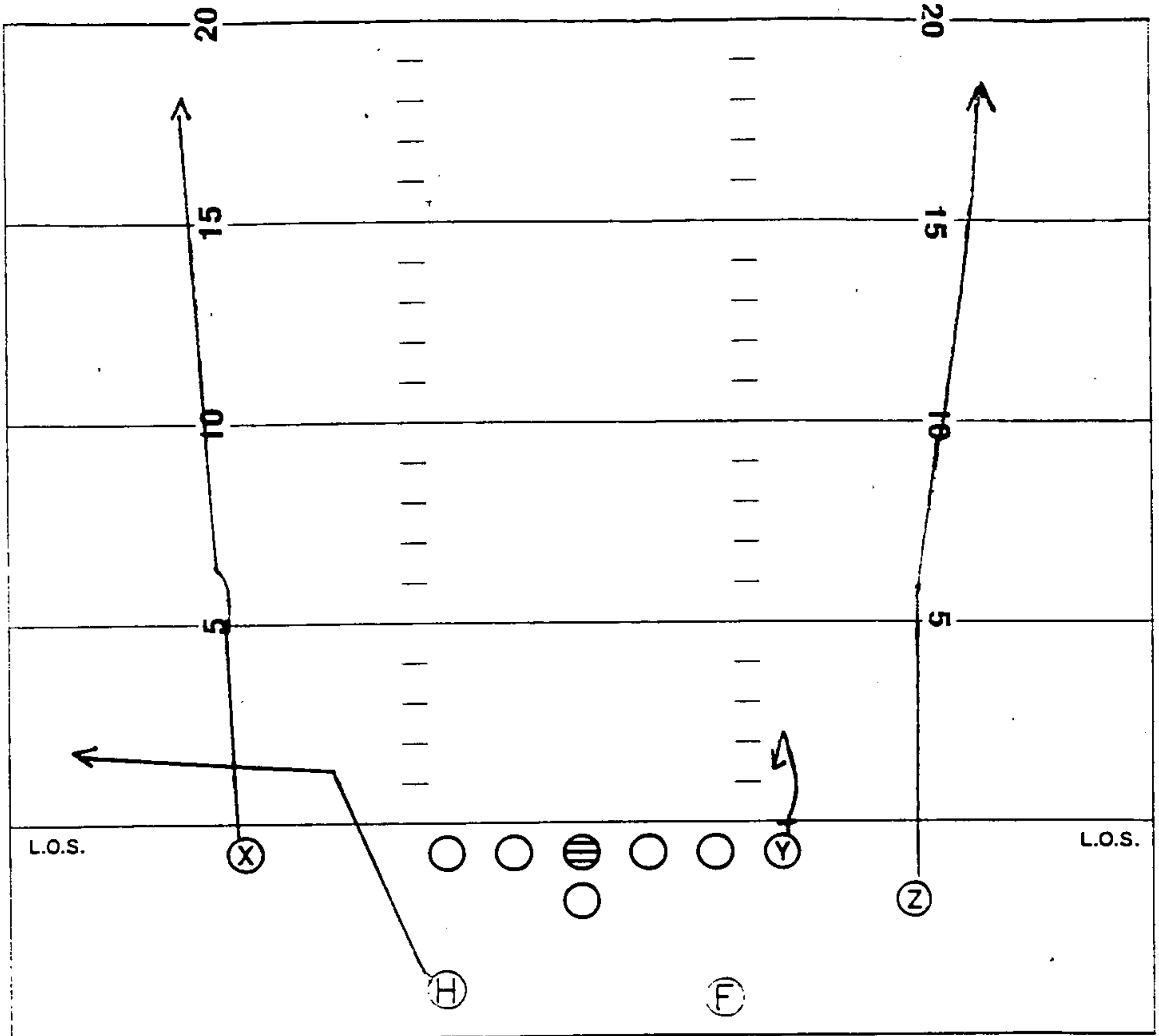
vs. man run away

vs. zone settle in holes.

Y- Take best release and run 8 Route.

vs. outcall, run 9 Fade.

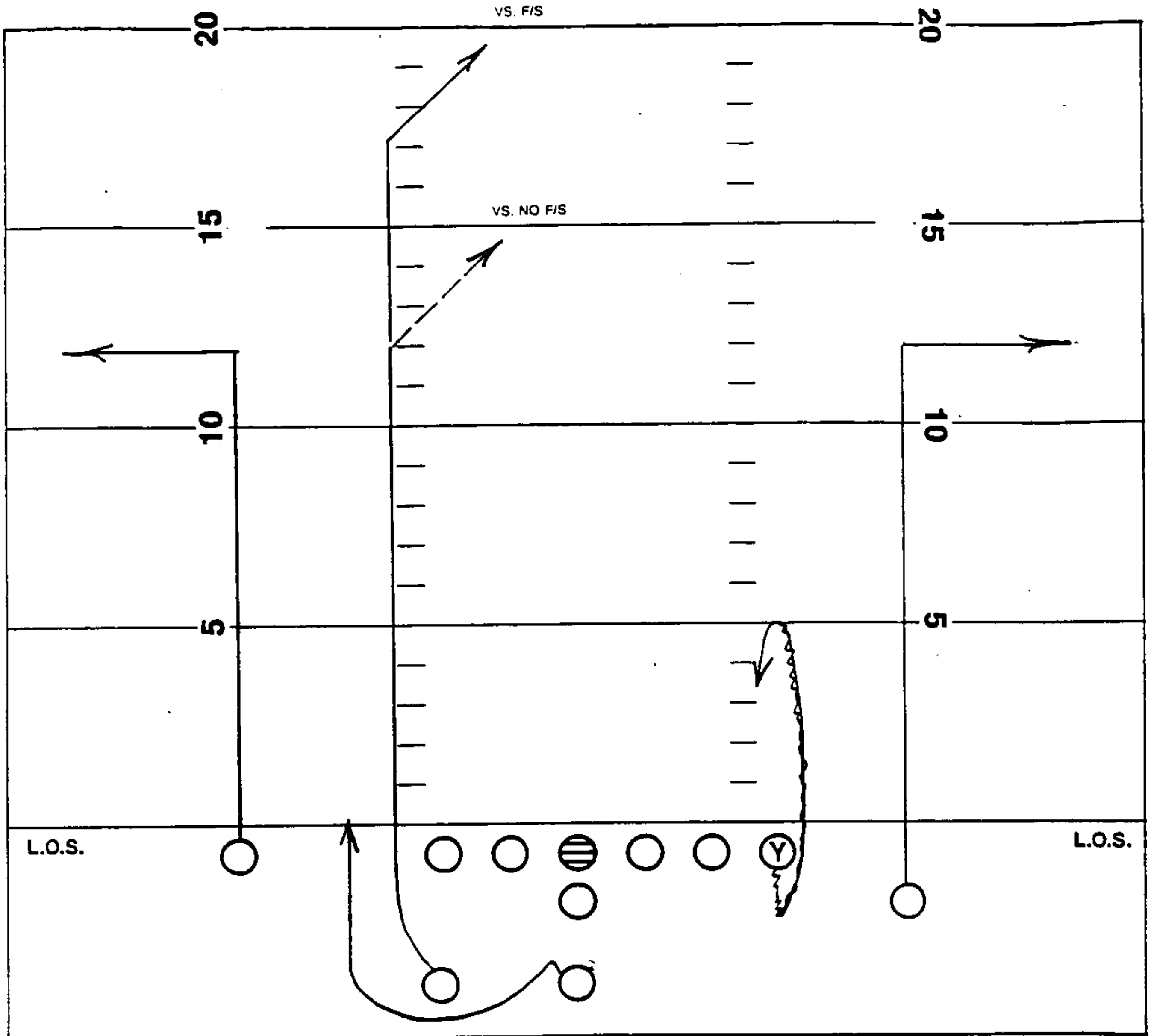
LOU/RON 9Ø9 SHOOT




**NOTES**

**ROUTE ADJUSTMENTS**

# SCAT/MID Q 303 SEAM TRAIL




**NOTES**

QB- vs. any man coverage, Bump or Zone off, work the two outside Receivers.

vs. Cover 8 work HB to X to FB.

Remember Y is your Dump Guy.

FB- vs. any under L hook, check release.

**ROUTE ADJUSTMENTS**

X & Z- Run 9 Route vs. Bump coverage.

HB- Run at F/S if there is a F/S..

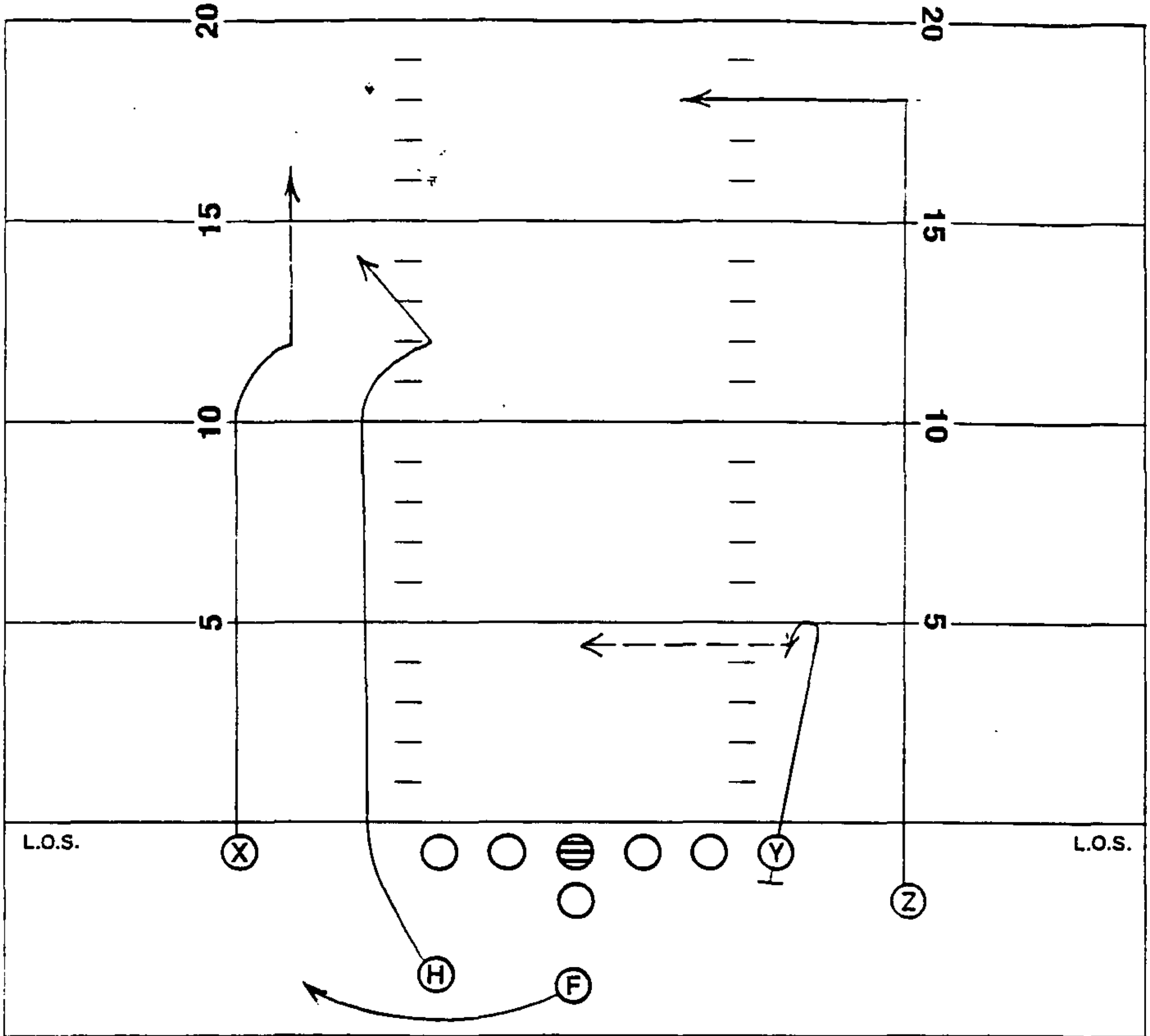
vs. no F/S break to middle of hashes.

FB- vs. man coverage, run seam route.

vs. any zone route, hook up at 5 yards.

Y- Block if Backer comes. If your man drops, run a front route.

# SCAT/MID Q 906 CUT LOOP




| **NOTES** | **ROUTE ADJUSTMENTS** |
|---|---|
| QB- vs. any man coverage work the X to H to Z.<br>vs. most zones work H to F to Z late. Remember Y is your Dump Guy.<br>Y- Block if Backer comes. If your man drops, run a front route.<br>FB- Check release vs. under L Defense. | X- Take outside release. (Get open.)<br>Z, H & F- Run routes called. |

## SUBSTITUTE DEFENSE PASSES

REG OFFENSE

3RD 2-4 YDS

NAKED LT/RT CTR 16/17 OT (66/67)
LUG/ROK 212 SHOOT
ROK/LUG 212 Y SHOOT (TRIO EAST)
OPTION RT/LT 299 Y RUB SHOOT
LOU/RON 333 QUICK CIRCLE/FLAT (TITE)
RON/LOU 339 QUICK CIRCLE/FLAT/CIRCLE/SWING
LEE/RAM 545 STOP

BEAR/BEAR WING/BEAR TRIPS

3RD 5-12

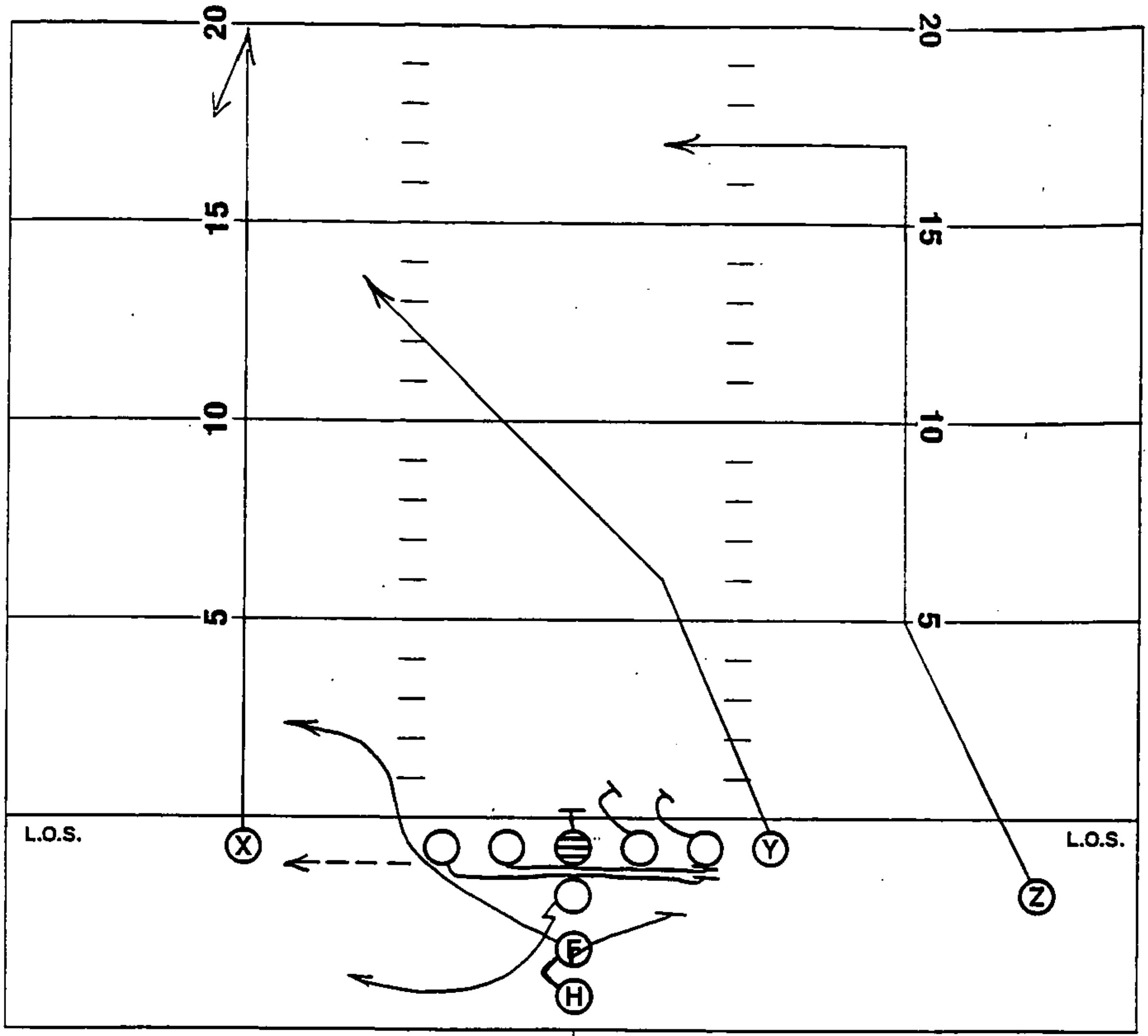
ROK/LUG 090 SEAM Y FADE
RAM/LEE 269 SNEAK SLANT
RON 339 OUT
RAM 505 POST Y CHOICE (FB CHOICE)
LEE 505 POST FB CHOICE
RAM/LEE 622 SNEAK SWING
LEE/RAM 628 SWING
RAM/LEE 679 DIG FLAT
RAM 685 PRESS/CROSS
RAM 685 DOUBLE PRESS
RAM 692 SNEAK CROSS
RAM 862 SNEAK SWING
OPTION RT/LT 922 Y RUB UNDER SHOOT

## SUBSTITUTE DEFENSE PASSES (continued)

**3rd 13 +**

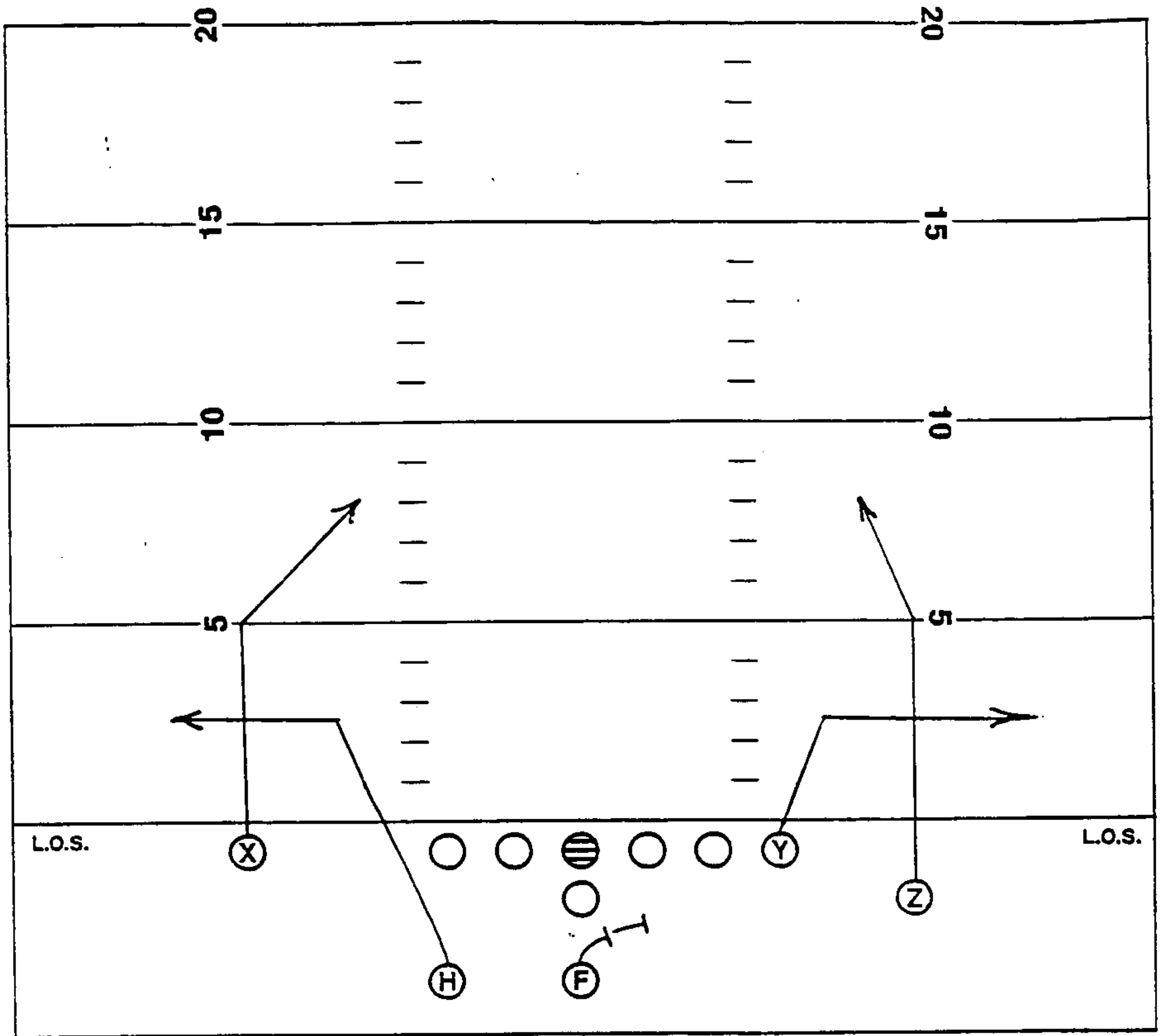
MIDDLE SCREEN 0/1
TURMOIL LT/RT
SCREEN LT/RT (TE RUN 4 ROUTE)
KEY LEE/RAM 496 PRESS
KEY 999 A SEAM B DELAY
KEY 999 H OPTION (GUN)

## NAKED LT/RT CTR 16/17 OT [66/67]




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Must give ground as you are coming back. Remember the DE is unblocked. | X- Must take an outside release. Release to get the corner to turn his back and not see the Running Back coming into the flat. |
| HB- Must delay on a counter step to let the FB clear. Block first Backer over to outside the TE. | Z- Push up and across the field as quickly as possible. Remember to never cross the hash.<br>vs. man coverage, work back to middle of field. |
| FB- Must take a free release as to not get knocked down at LOS. Remember to look quick for the ball. | Y- Push up and across the field. Work to the far numbers, never crossing the numbers.<br>vs. man coverage work back to middle of field. |

## LUG/ROK 212 SHOOT

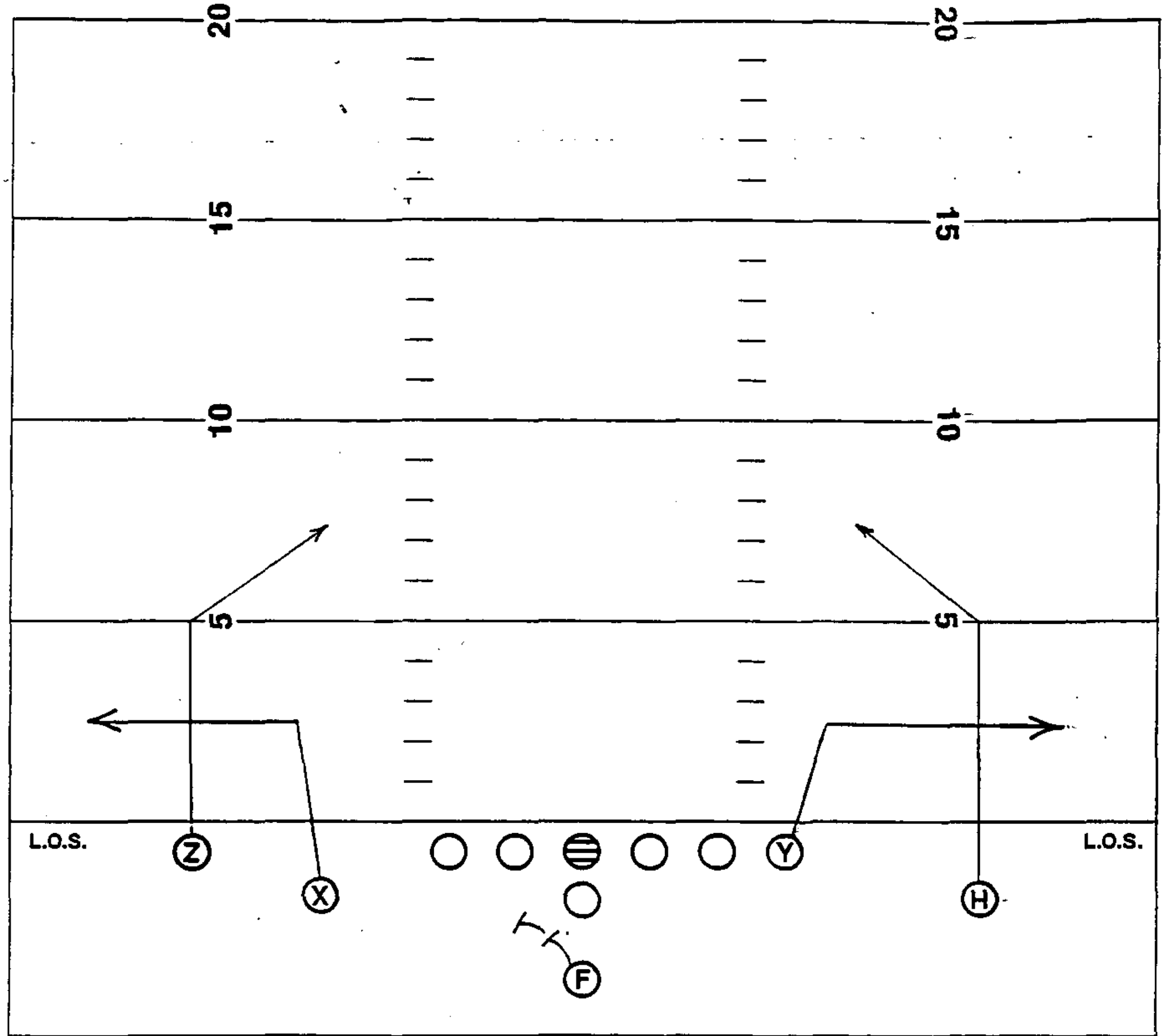



**NOTES**

**ROUTE ADJUSTMENTS**

Rec. Route stays on vs. press coverage. Receivers must start on a outside release then come back underneath cornerback at 5 yds.

# ROK/LUG 212 Y SHOOT (TRIO EAST)

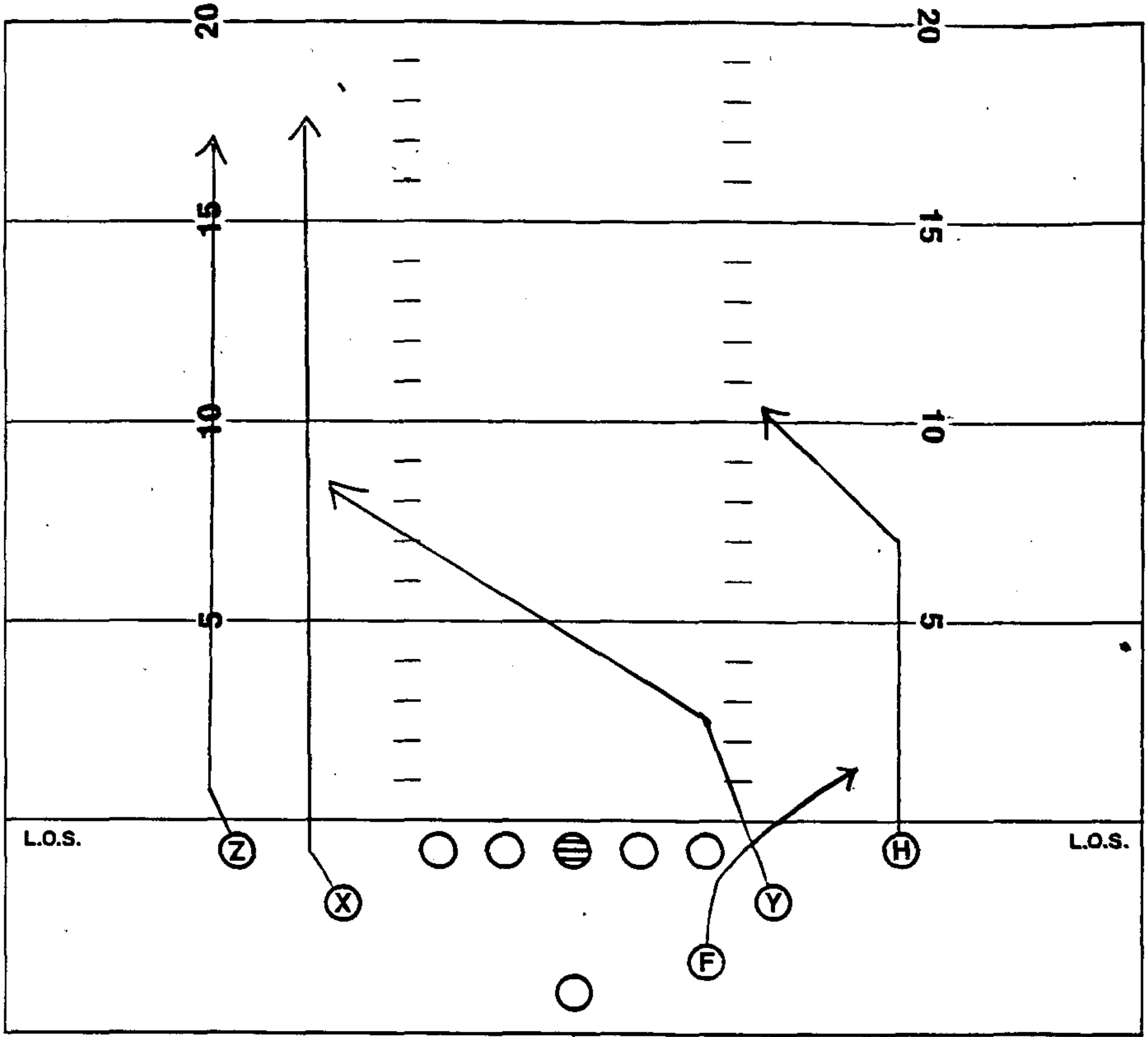



## NOTES

## ROUTE ADJUSTMENTS

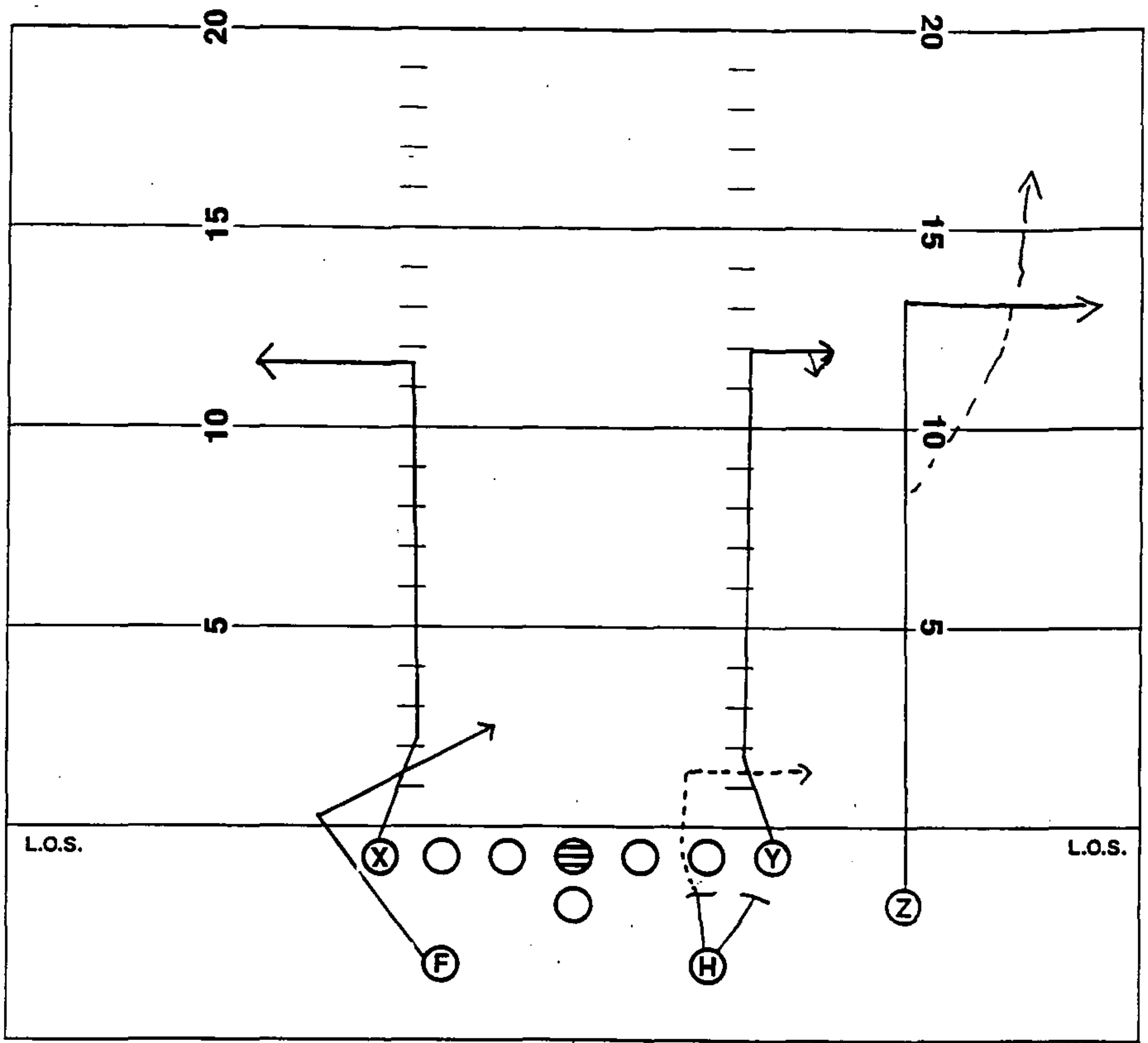
H & Z Route stays on vs. press coverage. You must start on an outside release then come back underneath cornerback at 5 yds.

# OPTION RT/LT 299 Y RUB SHOOT




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| PIRATE.Option RT/LT 299, et al<br><br>QB- Any man bump coverage, look for best match up at X & Z. Any soft coverage, think FB or shoot. | X, Z, H- All must run the route called.<br><br>Y- Rub the person covering the FB. Make the defender go over the top of you. |

# LOU/RON 333 QUICK CIRCLE/FLAT (TITE)




## NOTES

QB- Always began with eyes on Z Receiver. Any soft coverage, take the Z, vs man bump if there take Z.

If you don't like the match up, work the FB to X.

HB- Must check Rover. Sam and S/S before running a check thru route. Your route is only to occupy the Insider Backer your side.

FB- Get width on route. Make it look like the start of a flat route.

## ROUTE ADJUSTMENTS

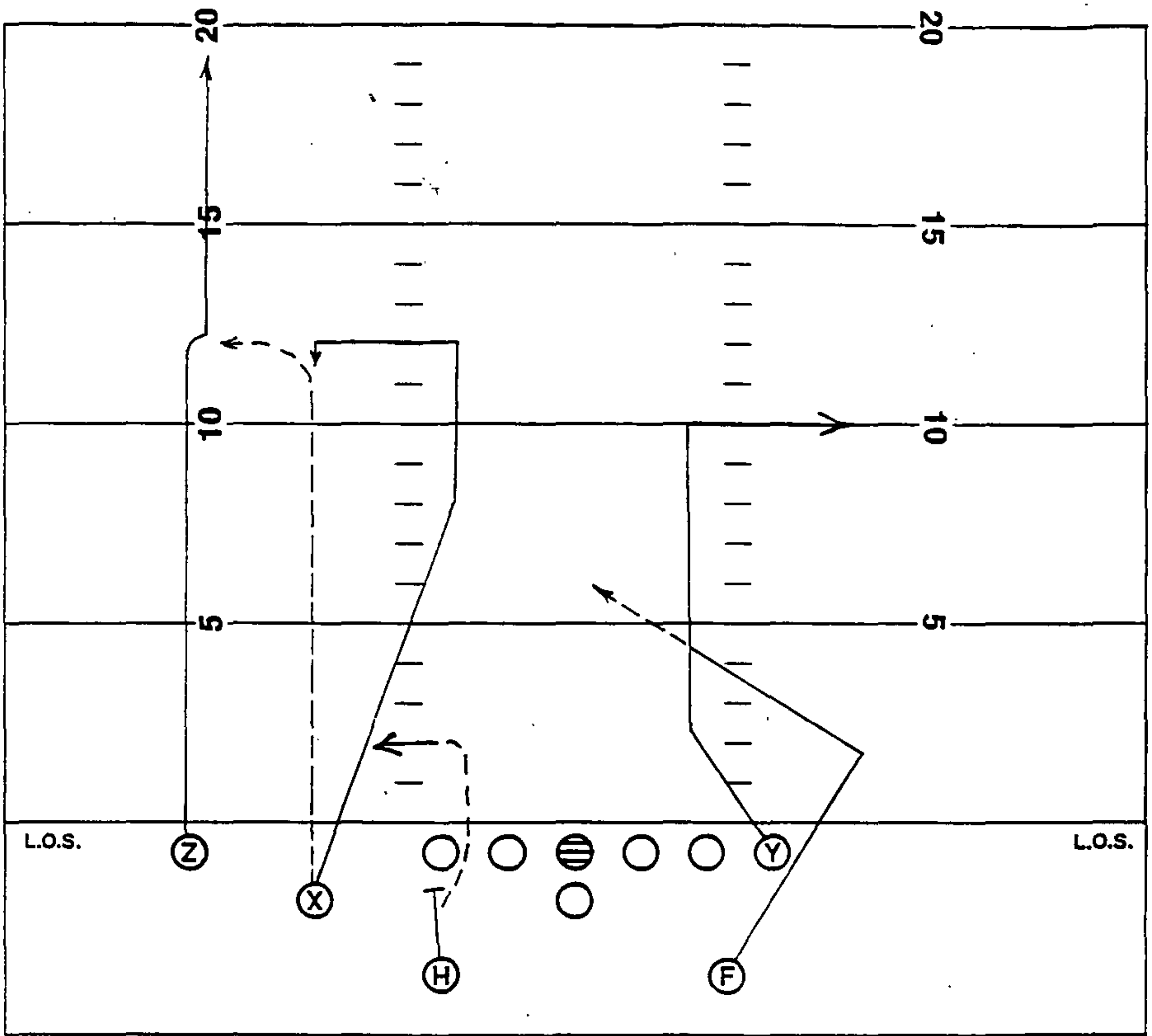
X- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

Z- Run 9 Route vs. Bump Coverage.

Y- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

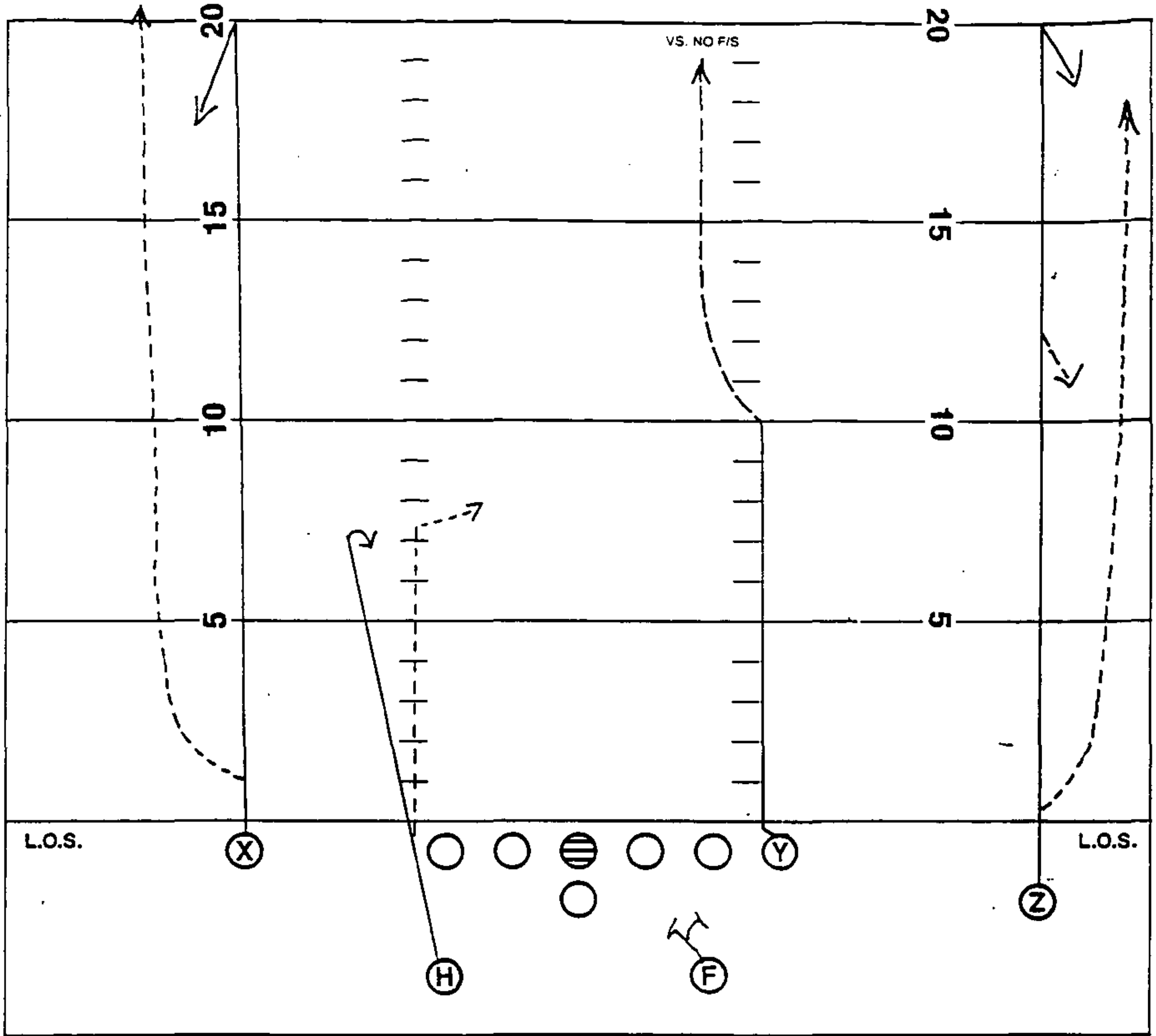
FB- Push across the LOS about one yard, then break across the middle.

# RON/LOU 339 QUICK CIRCLE/FLAT/CIRCLE/SWING




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| Y. Work off first inside backer.<br>HB After protection check, run at the mike backer's outside shoulder trying to occupy him. | Z Rec. run 9 route vs. press coverage. Run route vs. bail rechnique by corner.<br>X. Run speed out vs. press coverage. Work off first inside backer vs. zone. |

# LEE/RAM 545 STOP




## NOTES

QB- Work to outside Receivers vs. any soft coverages. Any Cover 8 look, work TE down the middle to Z to X.

Remember H is always your dump off man.

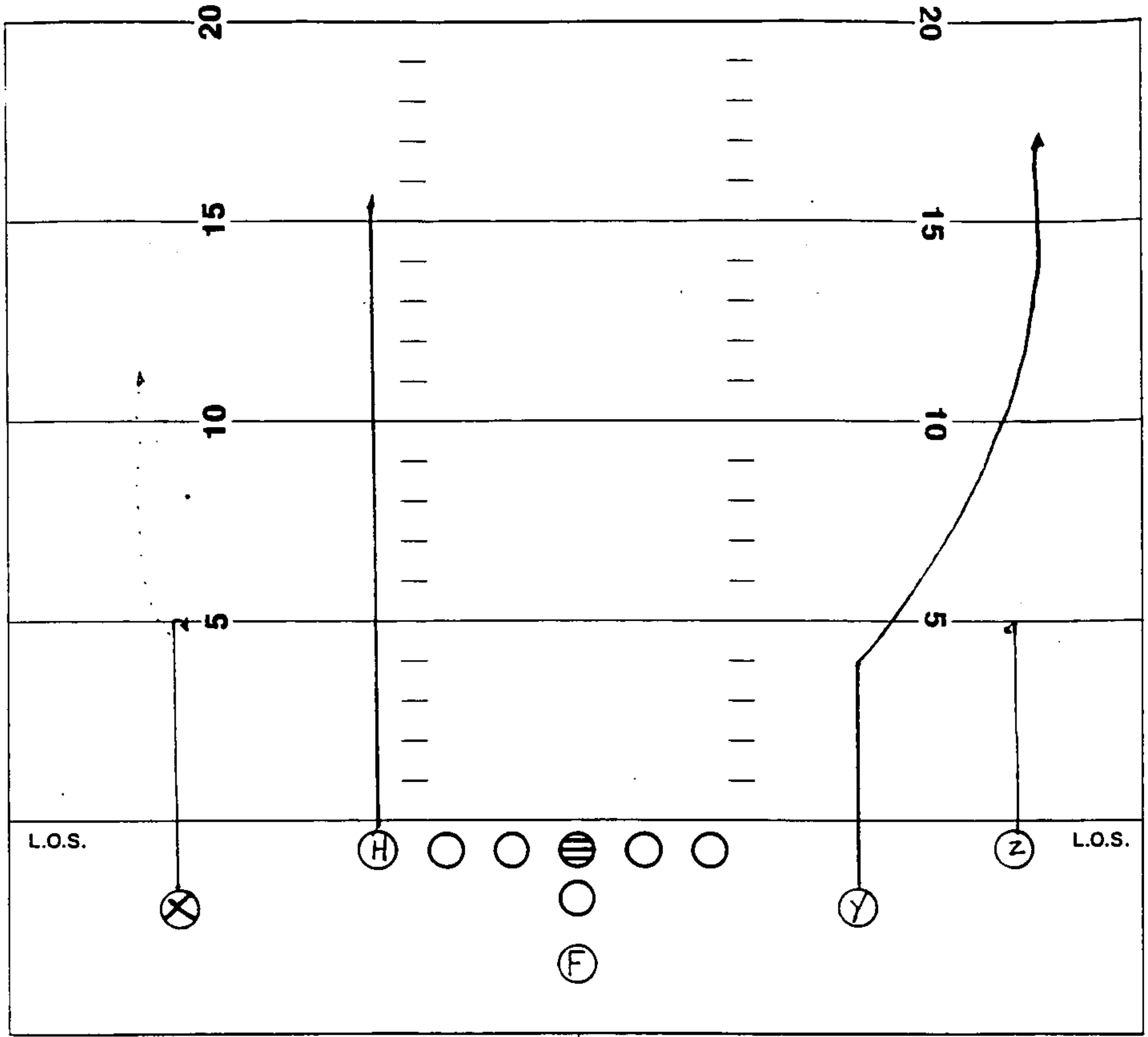
## ROUTE ADJUSTMENTS

X & Z- Run 9 Route vs. Bump coverage.

Y- Run a 4 Route unless you see no F/S. Whenver there is no F/S, run a 9 Route.

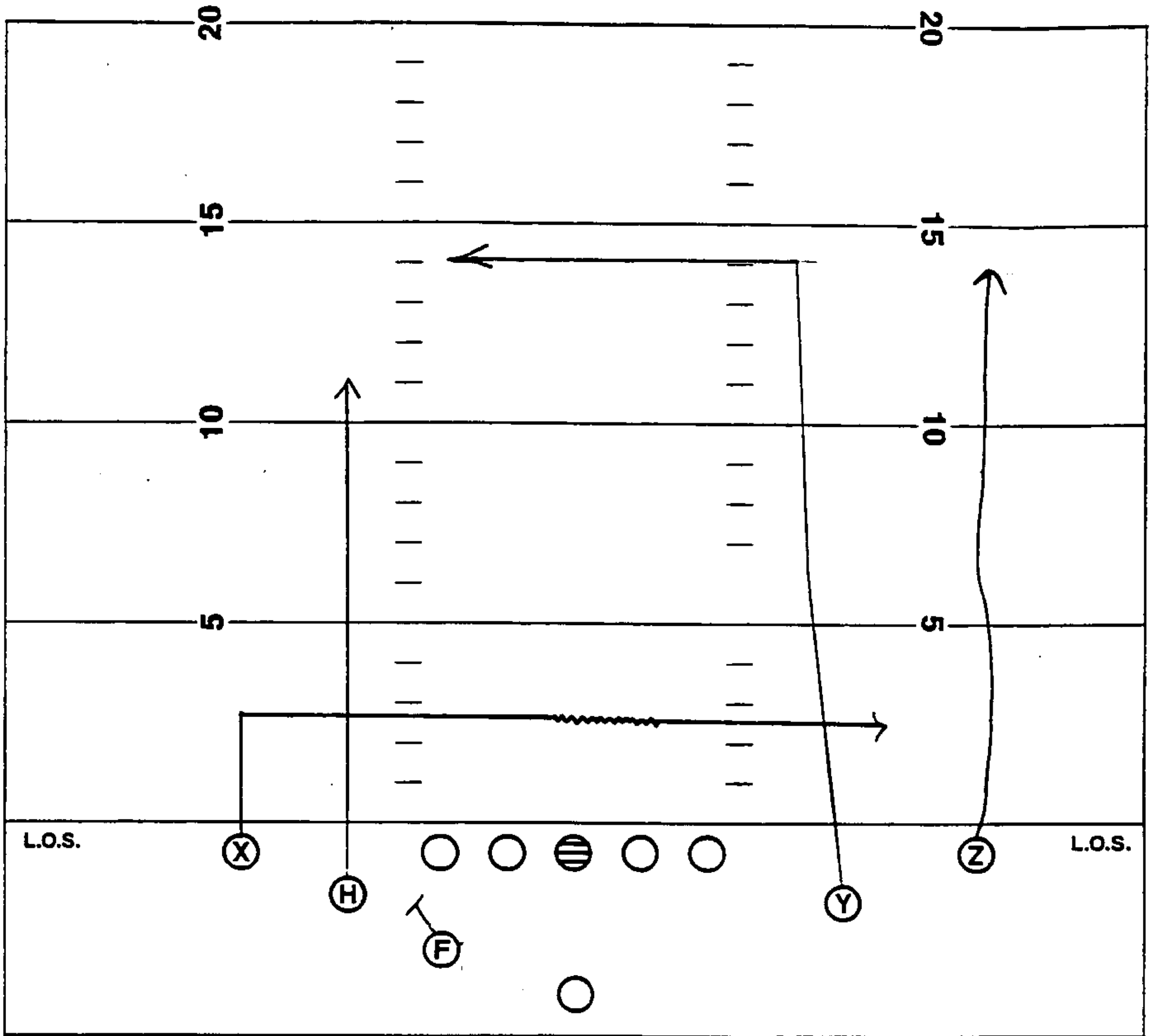
H- Run a Hook vs. Zone. Break Inside vs. Man.

FORMATION: ________________ PLAY: ROK 090 SEAM Y FADE



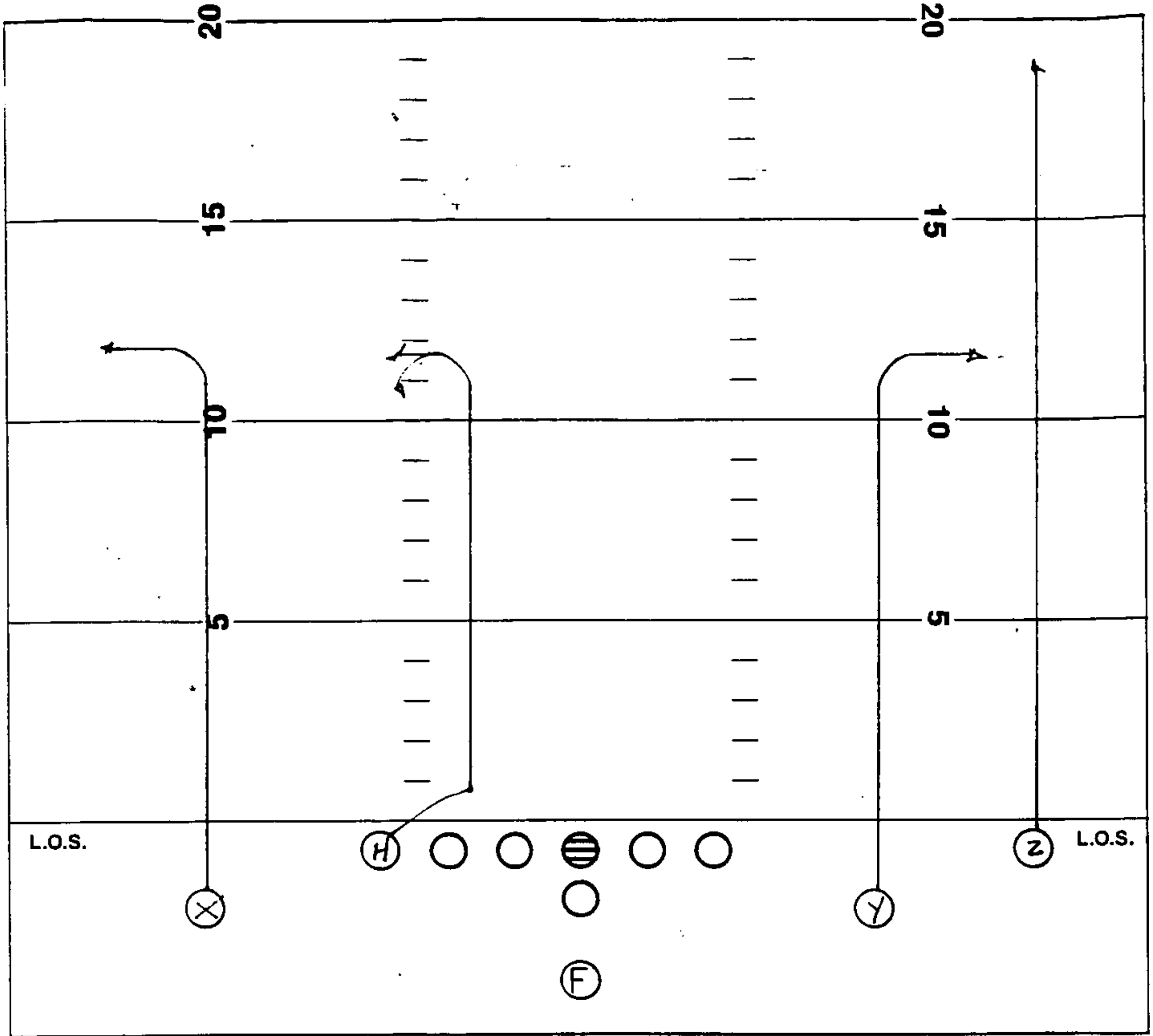

| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | Z - VS BUMP COV. RUN 2 ROUTE |
| | X - VS BUMP COV. RUN 9 ROUTE |
| | H - VS COV. 8 HIT THE MIDDLE |

RAM/LEE 269 SNEAK SLANT




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Any bump coverage think Z to Y to X.<br>Any zone coverage think Y to X. | X, Y<br>Z & H- All run routes called.<br><br>X- vs. man run away, vs. zone hook over the ball.<br><br>FB Check protection. |

FORMATION: PLAY: RON 339 OUT




**NOTES**

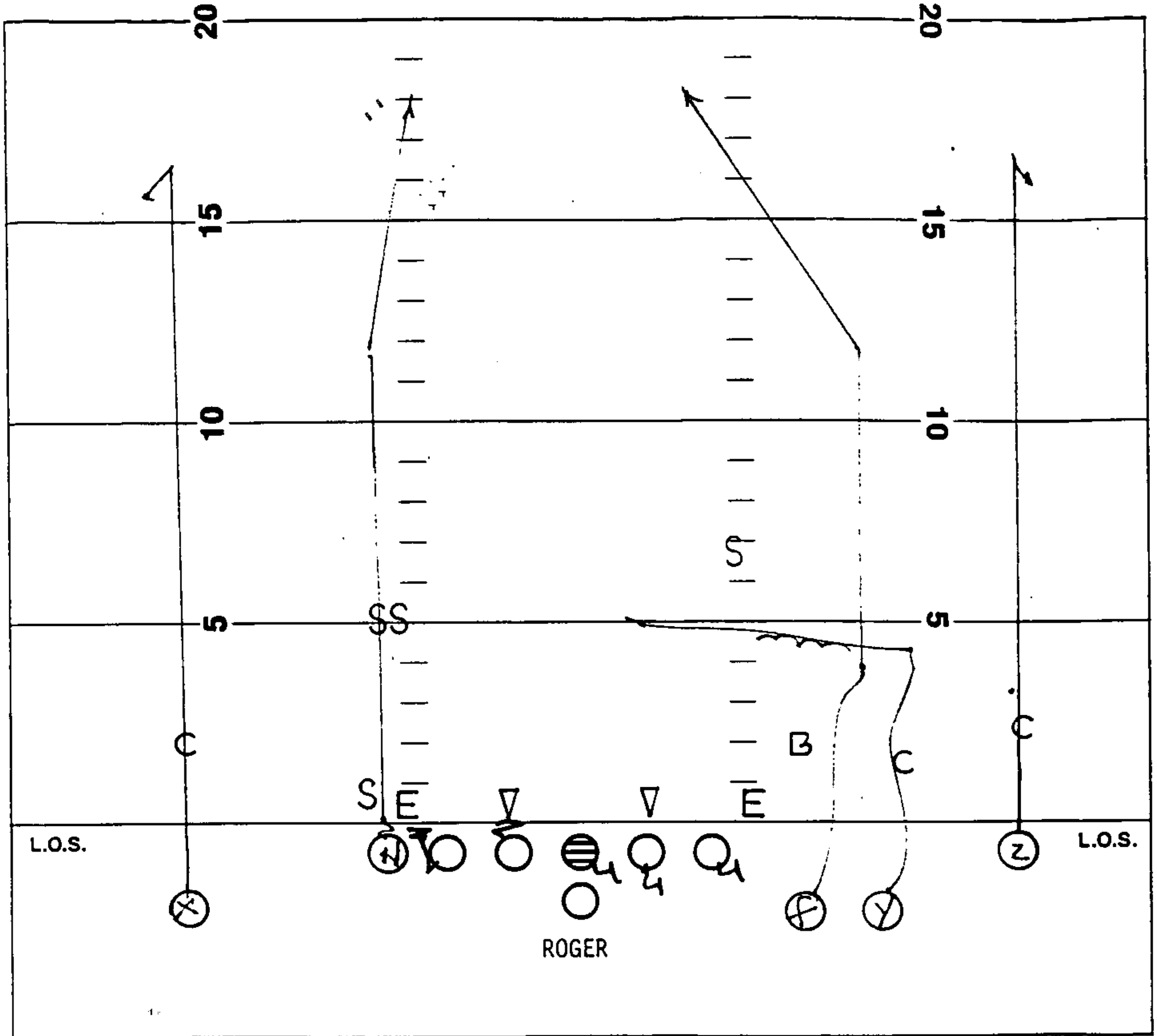
Y - ALIGN ABOUT 5 YDS. FROM TACKLE.

X & Z - ALIGN ABOUT 1 YD. OUTSIDE THE #'S

**ROUTE ADJUSTMENTS**

FORMATION: BEAR WING

PLAY: RAM 505 POST Y CHOICE

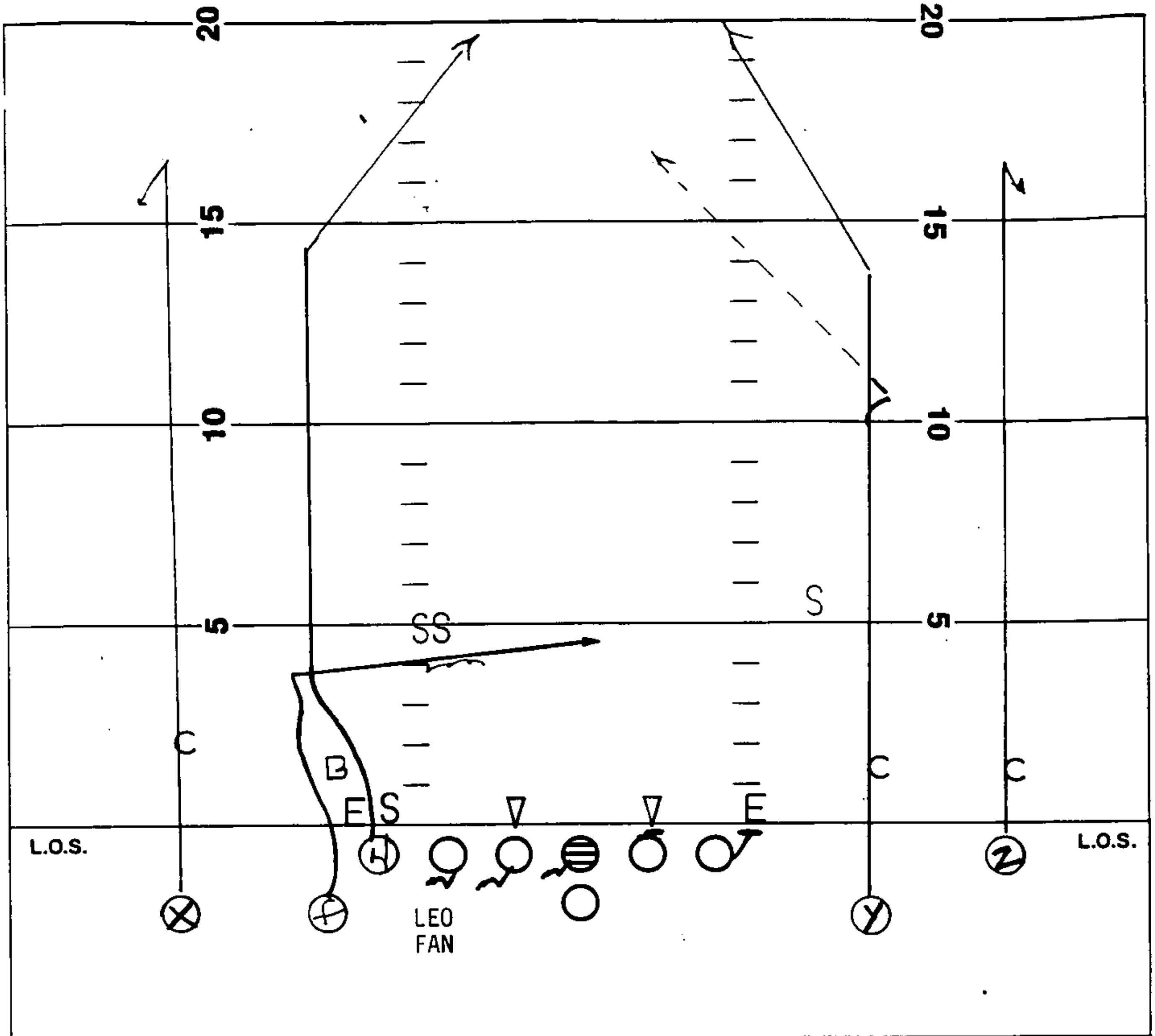



**NOTES**

**ROUTE ADJUSTMENTS**

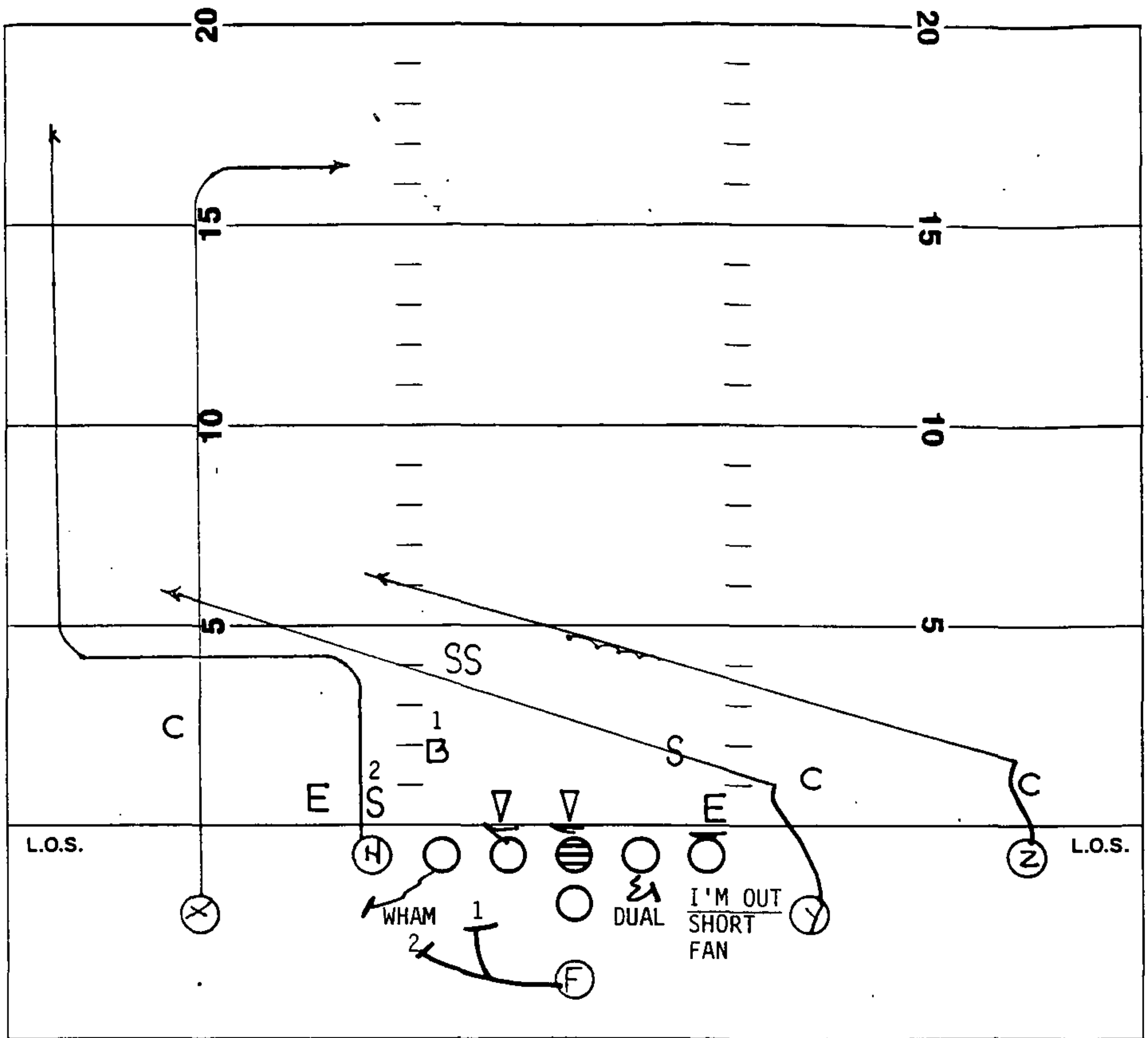
FORMATION: BEAR TRIPS

PLAY: LEE 505 POST FB CHOICE




| **NOTES** | **ROUTE ADJUSTMENTS** |
| --- | --- |
| | |

FORMATION: ____________________ PLAY: RAM 622 SNEAK SWING



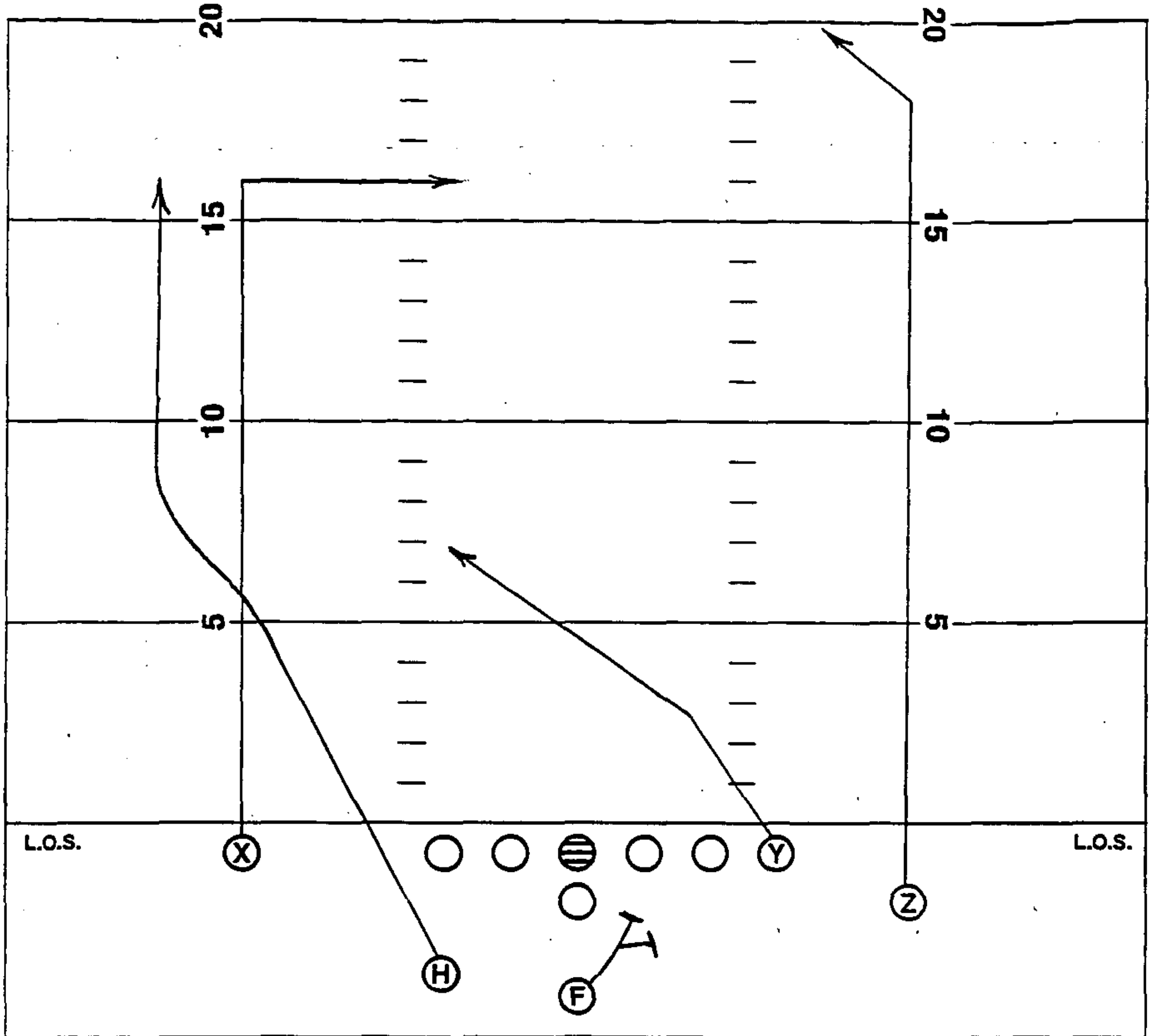

**NOTES**

**ROUTE ADJUSTMENTS**

Y & Z - VS ZONE SETTLE IN HOLES.
Y MUST WORK TO OPPOSITE #'S
Z MUST WORK TO NEAR ALLEY

X - *WORK YOUR 6 ROUTE TO THE MIDDLE* OF THE HASHES.

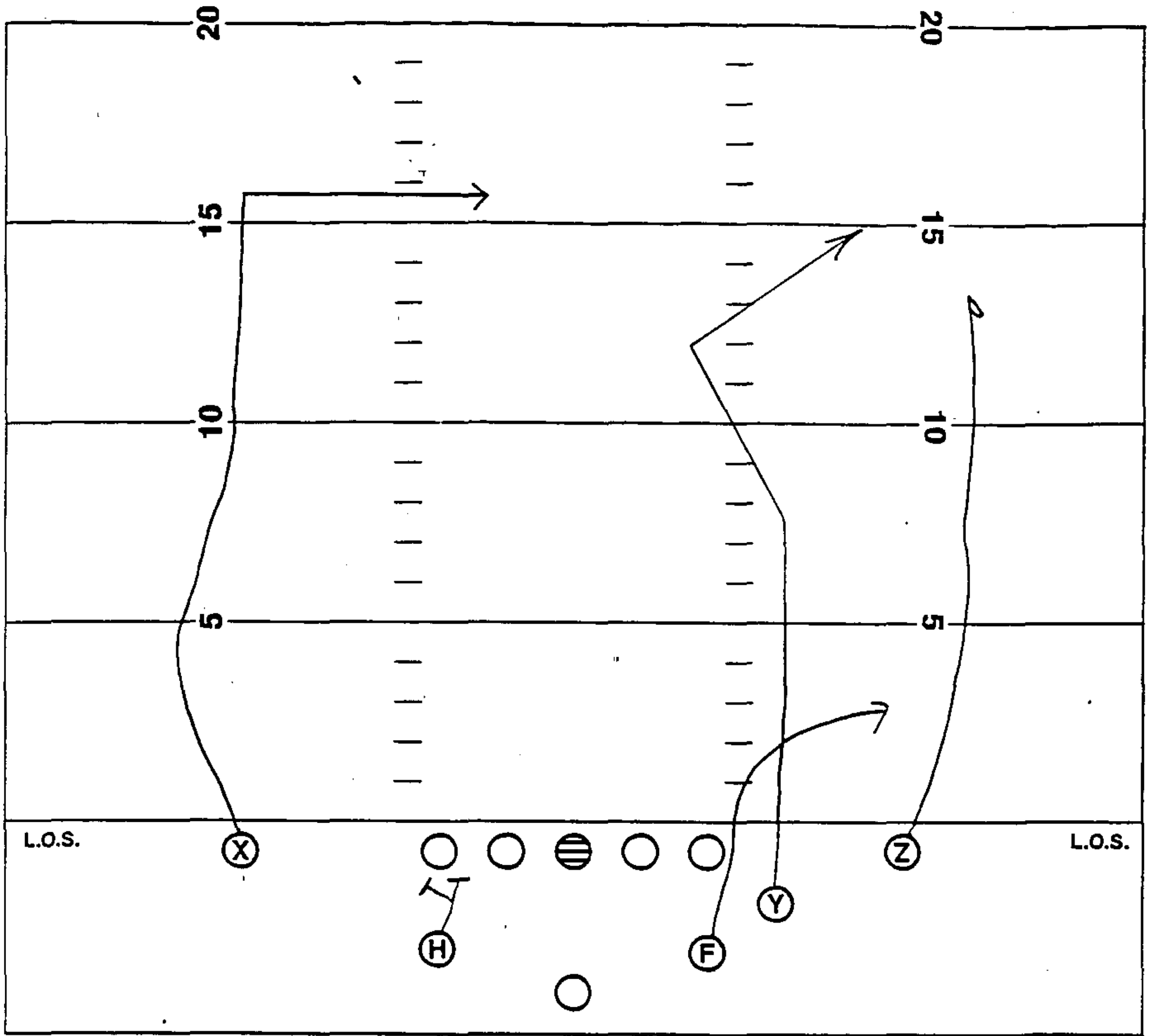
# LEE/RAM 628 SWING




**NOTES**

**ROUTE ADJUSTMENTS**

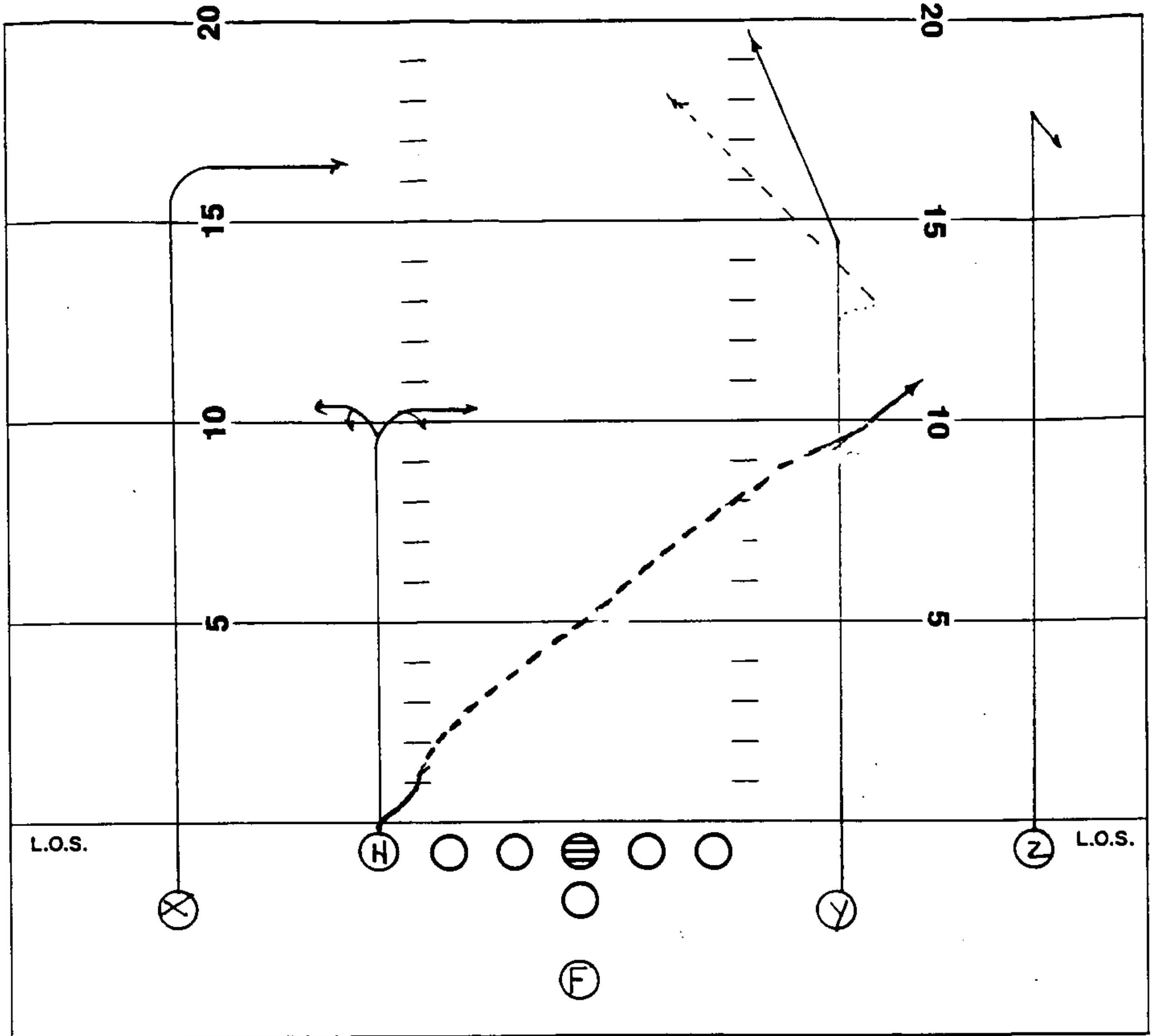
# RAM/LEE 679 DIG FLAT




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Work the Z to Y to FB. If all fails, remember X is crossing late. | X & Z- Run routes called.<br>Y- Run Dig Route down to inside the hashes.<br>F- Attack the outside shoulder of the person responsible for the flat. |

FORMATION:

PLAY: RAM 685 PRESS/CROSS

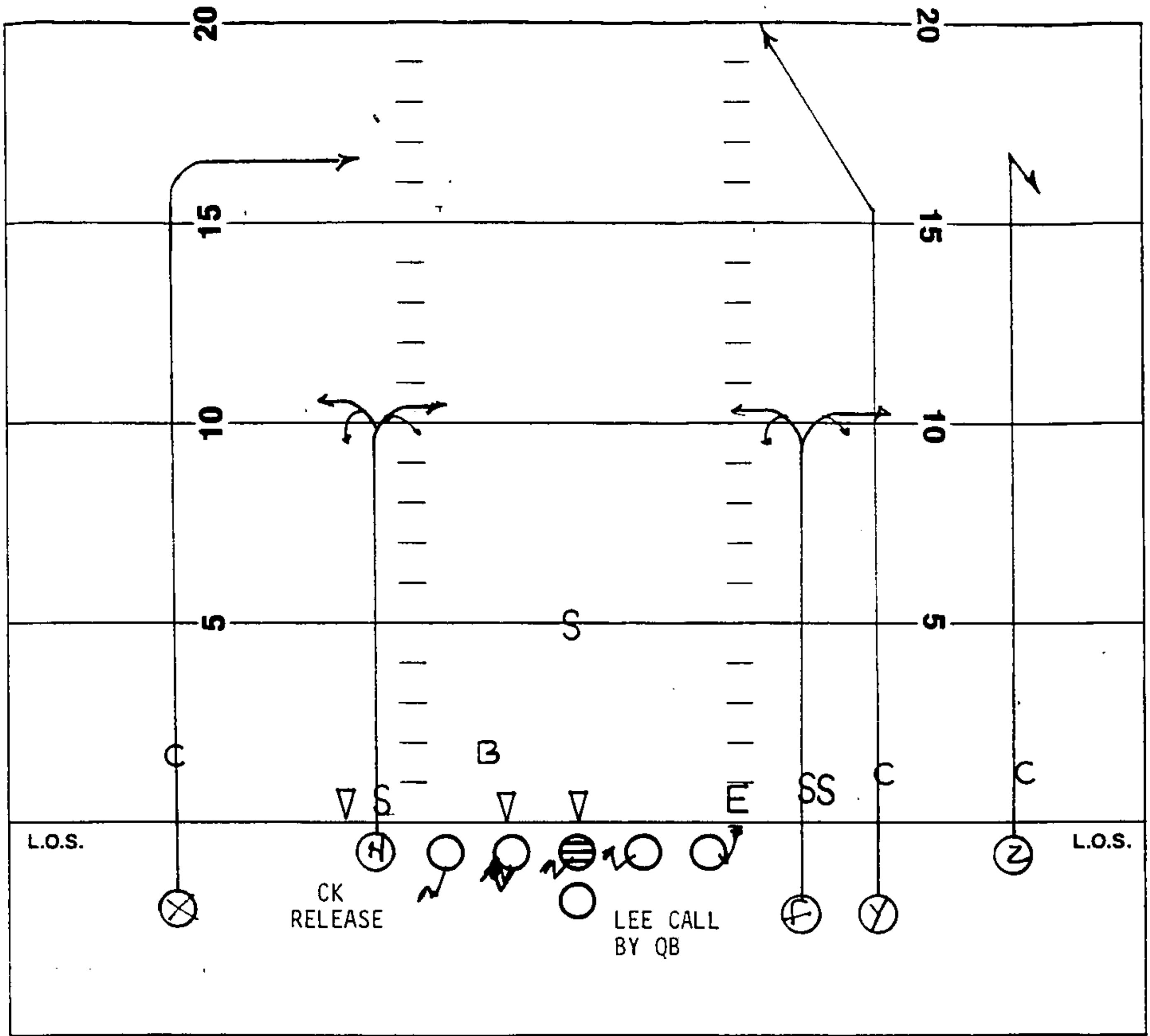



**NOTES**

**ROUTE ADJUSTMENTS**

FORMATION: BEAR WING

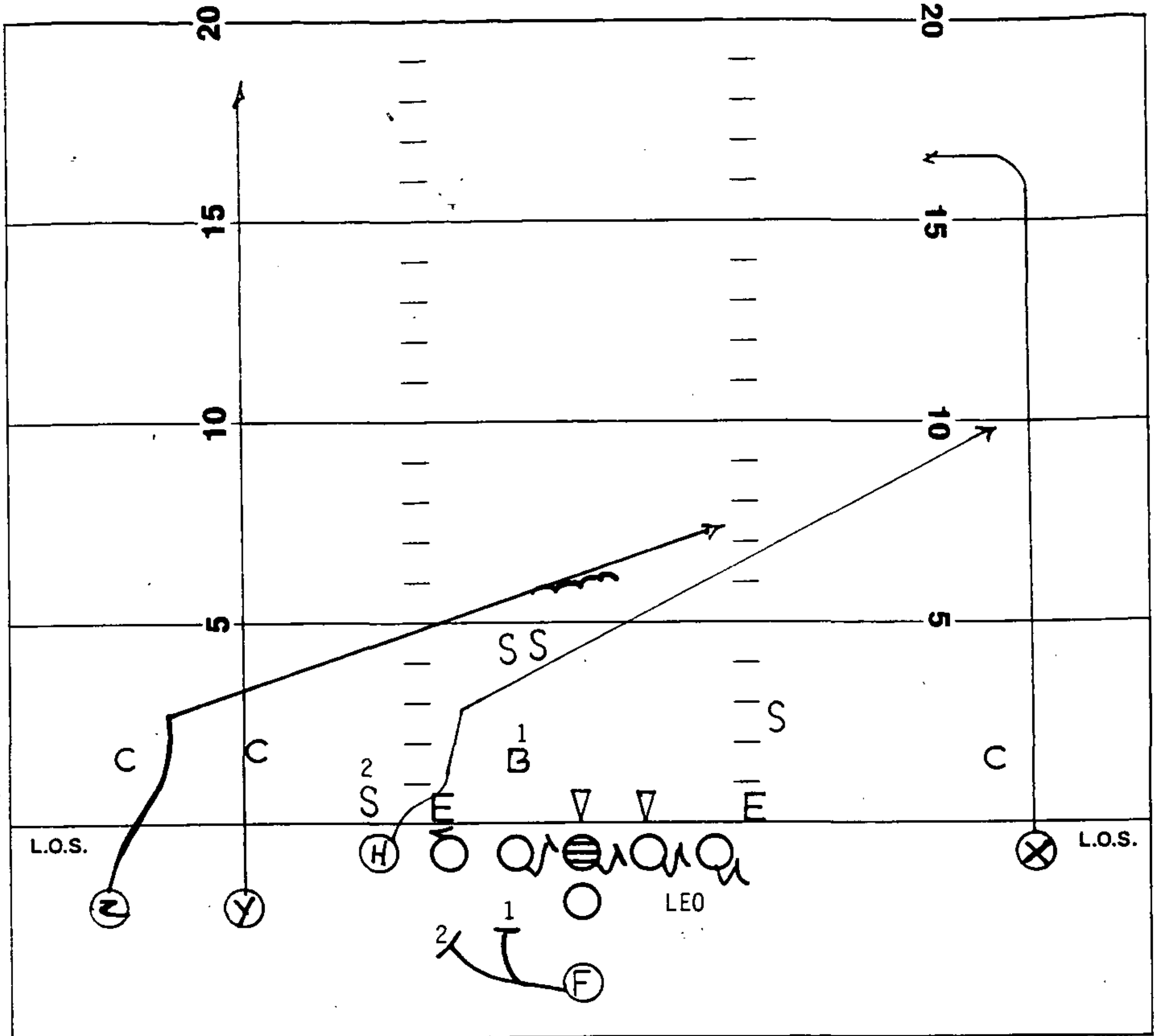
PLAY: RAM 685 DOUBLE PRESS




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | |

FORMATION:

PLAY: RAM 692 SNEAK CROSS




**NOTES**

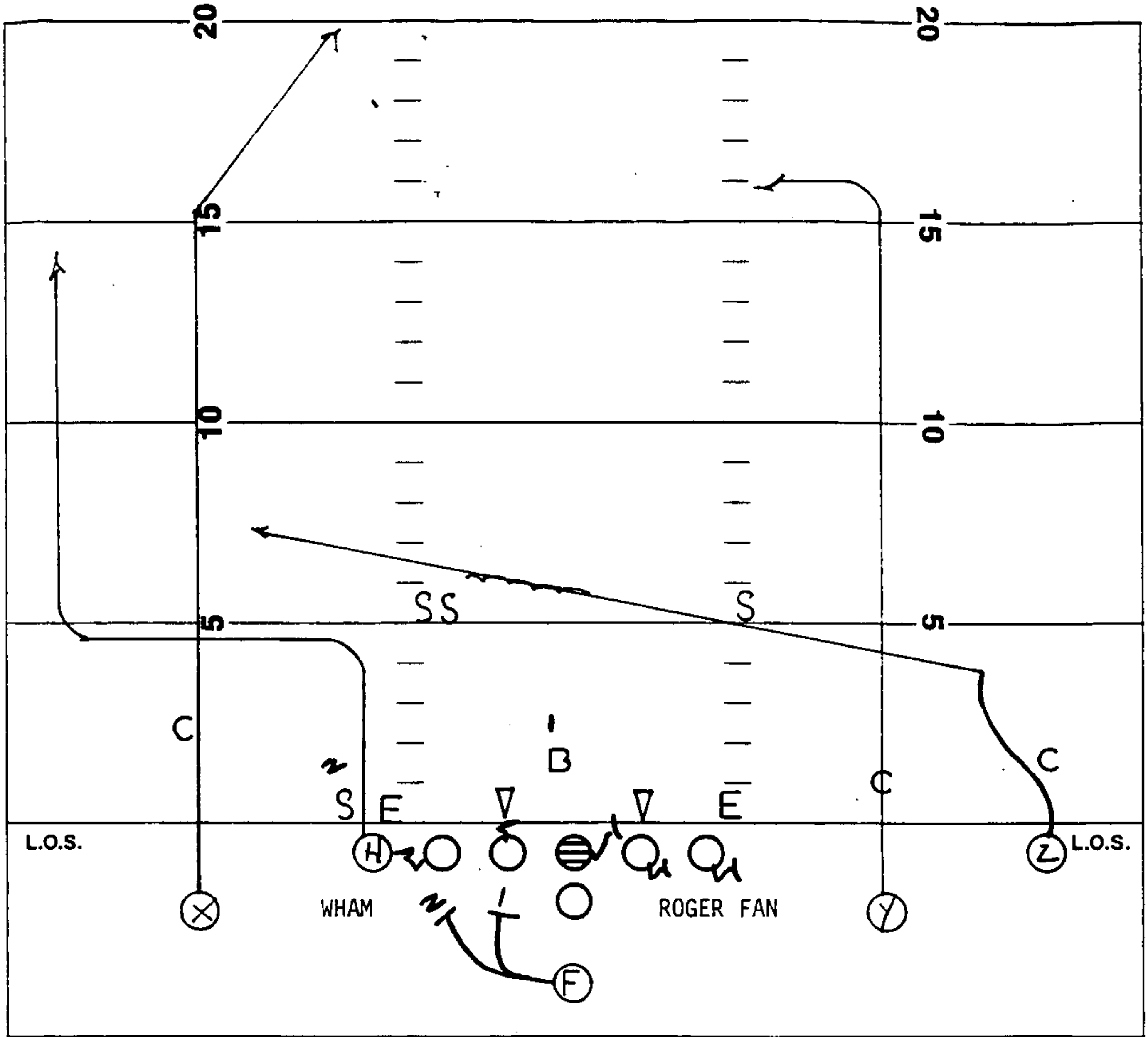
**ROUTE ADJUSTMENTS**

Y & H - VS ZONE H MUST WORK TO OPPOSITE #'S
Y MUST STOP IN NEAR ALLEY

X - MUST WORK TO THE MIDDLE OF THE HASHES

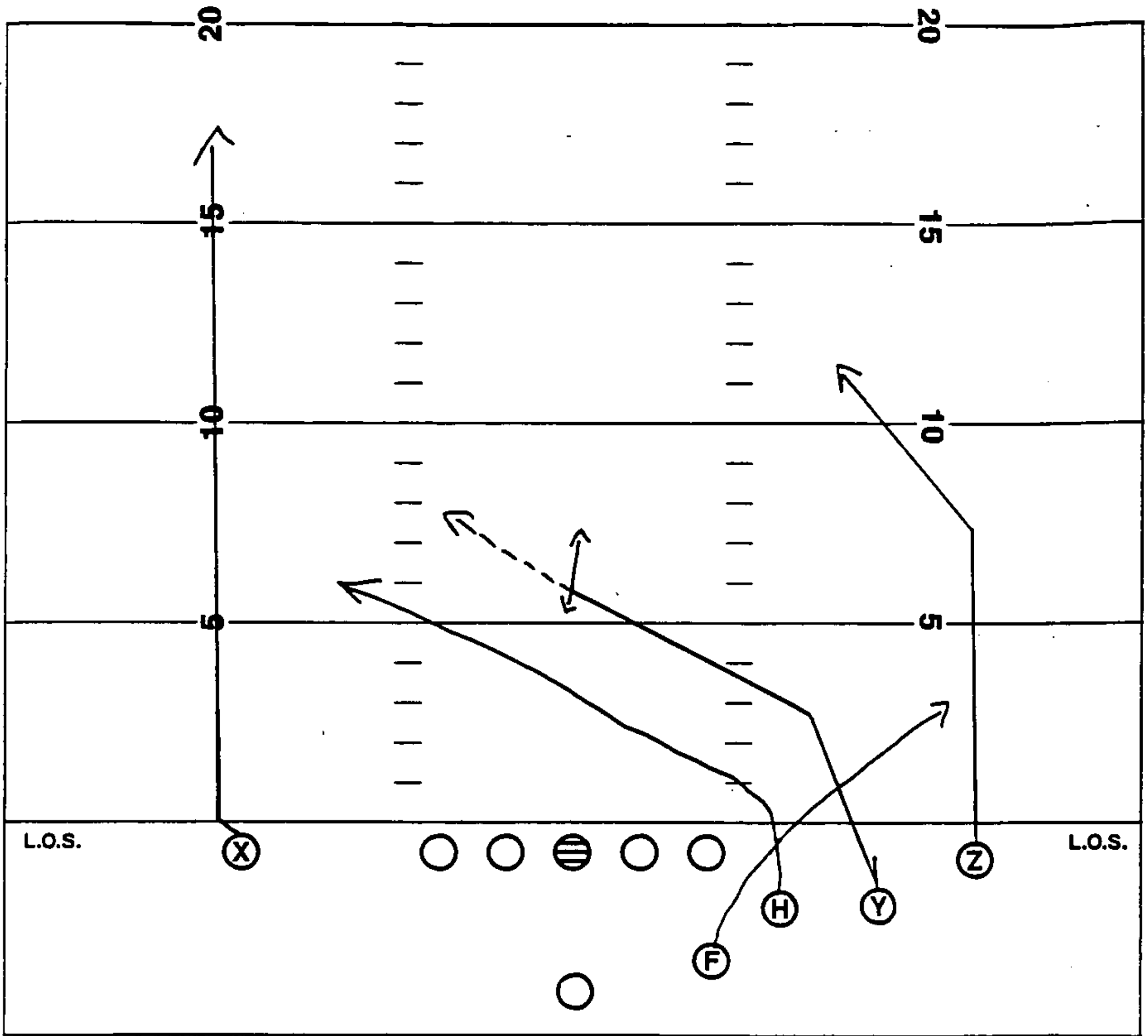
FORMATION:

PLAY: RAM 862 SNEAK SWING




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | X - MUST ALIGN IN A NASTY LOCATION<br>VS ANY COVER 1 ROBBER RUN A 8 FLAG |

## OPTION RT/LT 922 Y RUB UNDER SHOOT



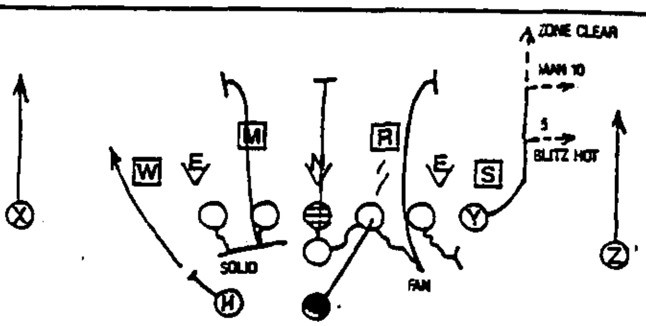

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Any man bump coverage think X and Z, if you like the match up. If not, take the FB on the shoot, or H on run across. | X & Z- Run route called.<br><br>H &<br>Y- Rub the man covering the FB. You must make the defender go over the top.<br><br>vs. any zone coverage H must run through and Y must hook over the ball. |

## SUBSTITUTE DEFENSE PASSES (continued)

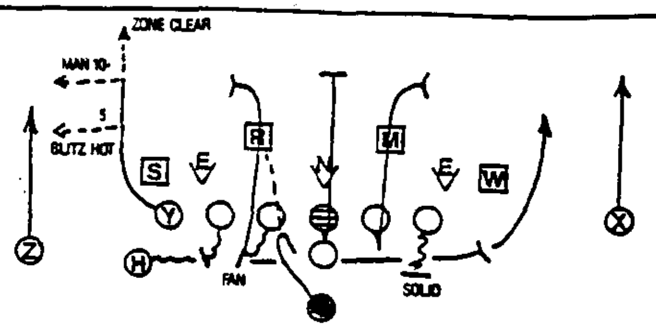
**3rd 13+**

MIDDLE SCREEN 0/1
TURMOIL LT/RT
SCREEN LT/RT (TE RUN 4 ROUTE)
KEY LEE/RAM 496 PRESS
KEY 999 A SEAM B DELAY
KEY 999 H OPTION (GUN)

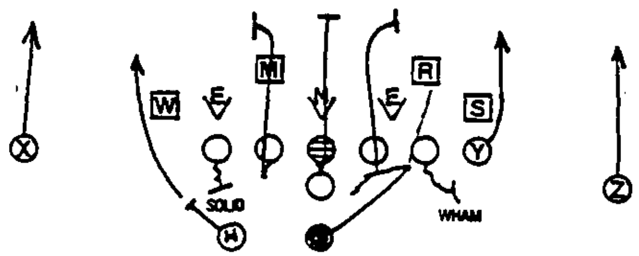
# MIDDLE SCREEN 0/1



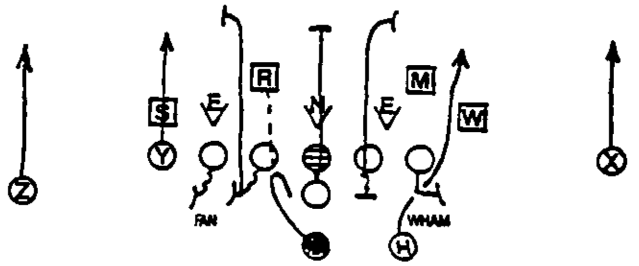

ORANGE



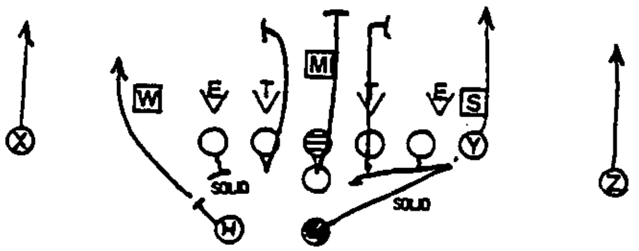

ORANGE



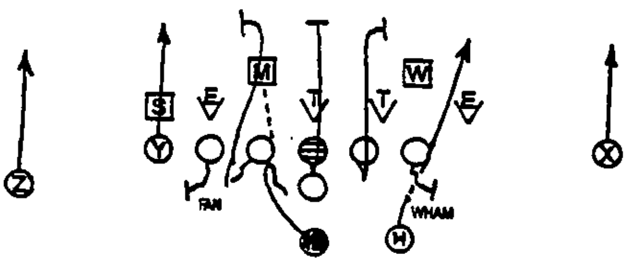

ORANGE OVER WIDE



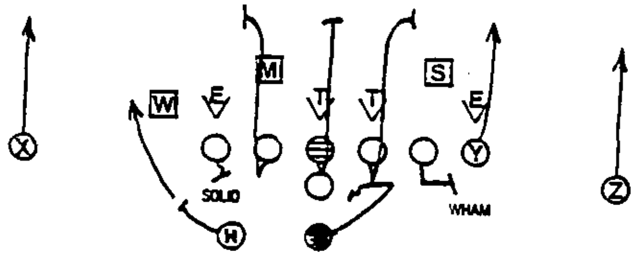

ORANGE UNDER L



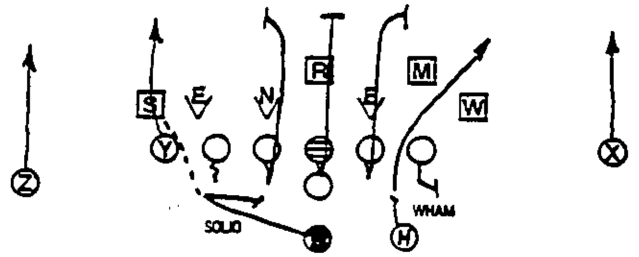

30



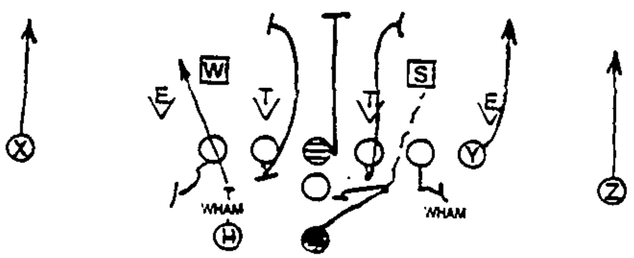

UNDER 40L



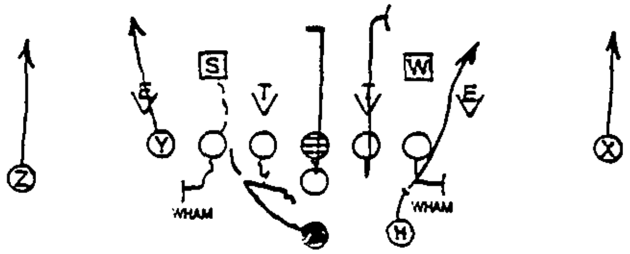

OVER WIDE




ORANGE STRONG

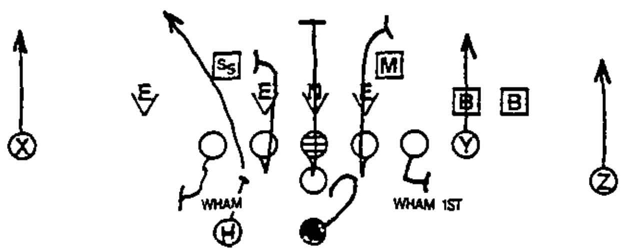



PIRATE

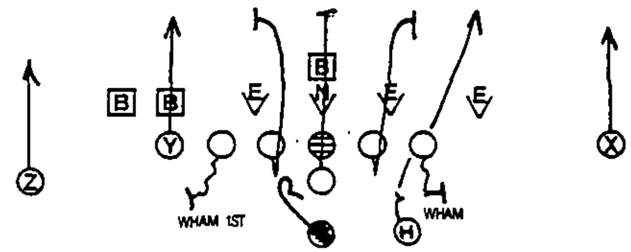



PIRATE

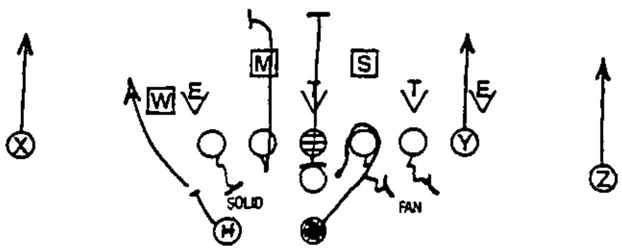
# MIDDLE SCREEN 0/1



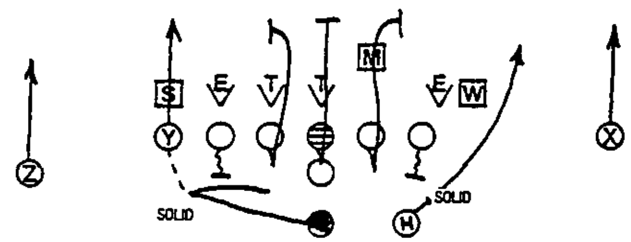

RAIDER




RAIDER

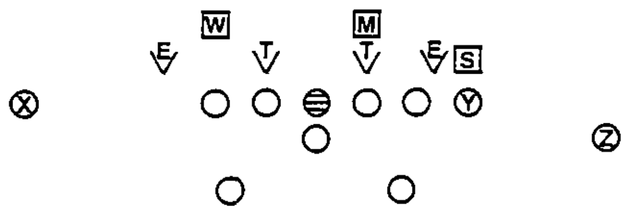



OVER LOU




OVER 50

NOTES



40 L



NOTES

NOTES

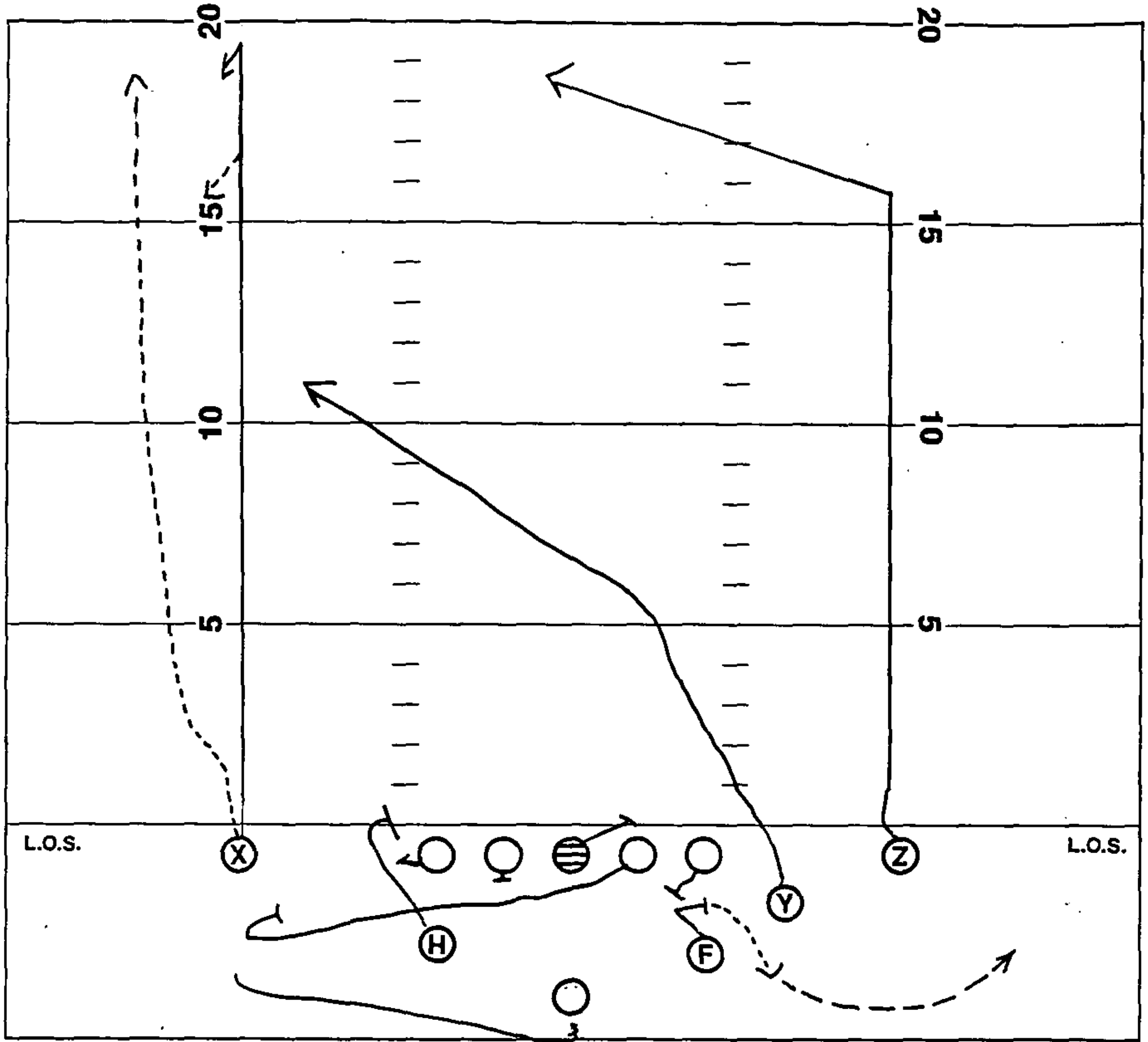




REMARKS

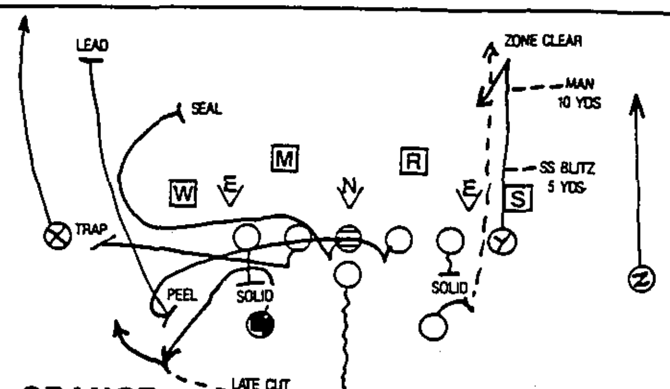
REMARKS

# TURMOIL LT/RT

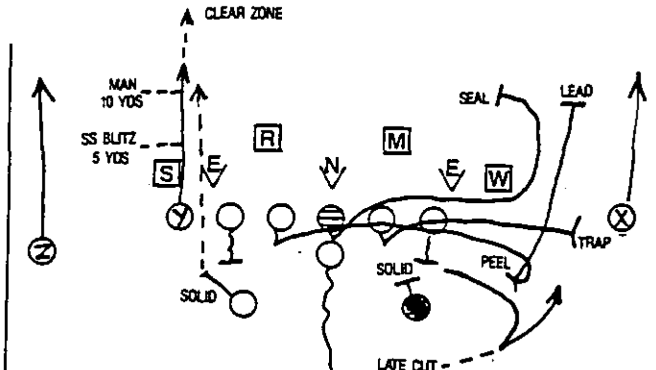



| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Get outside containment as quick as possible. Any man coverage, work X, Y to Z. Most zone coverage, work Y to Z to FB. | X vs. Cover 8, run 9 Route. All other coverage leave route. on. |
| FB- Block as long as possible, then run Loop Route | Y & Z- Must run route called, get across the field as quick as possible. |

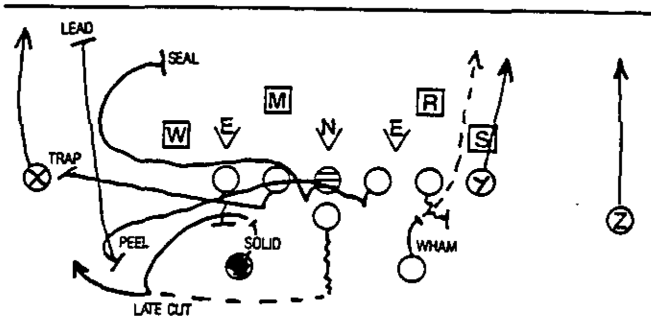
# SCREEN LT/RT (TE RUN 4 ROUTE)



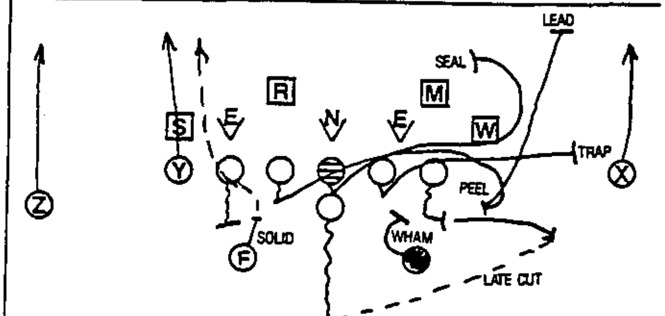
ORANGE



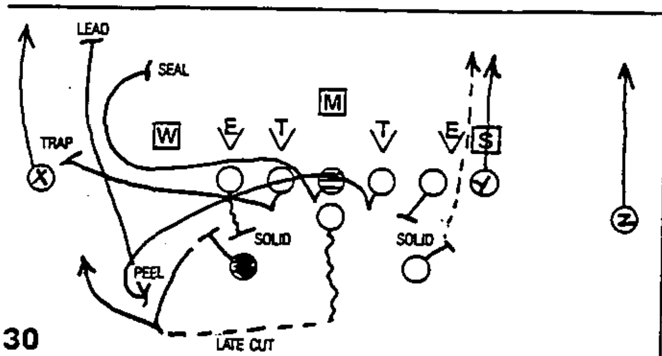
ORANGE



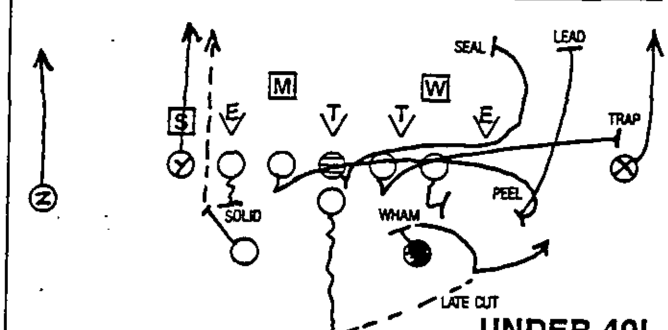
ORANGE OVER WIDE



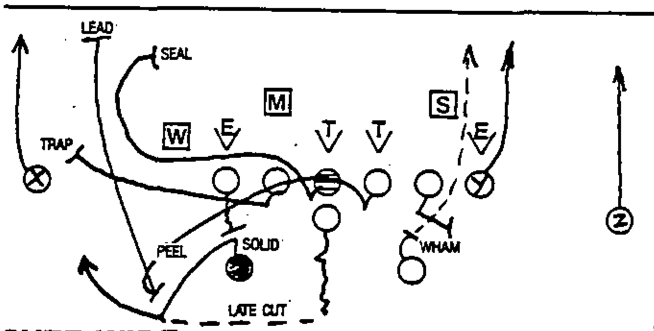
ORANGE UNDER L



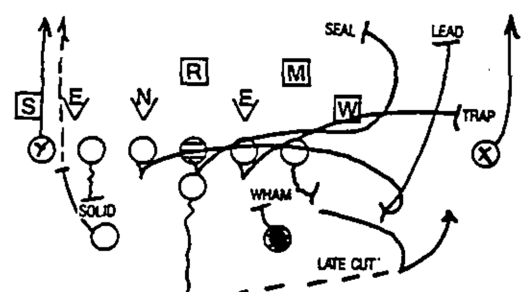
30



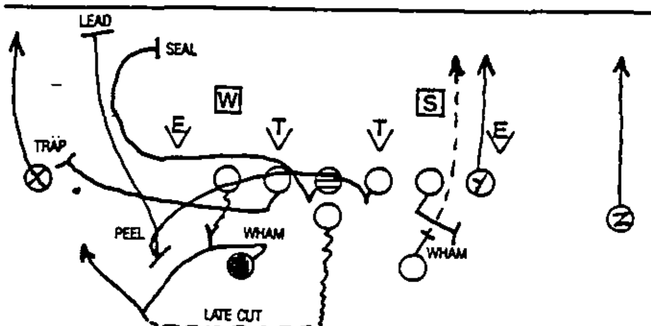
UNDER 40L



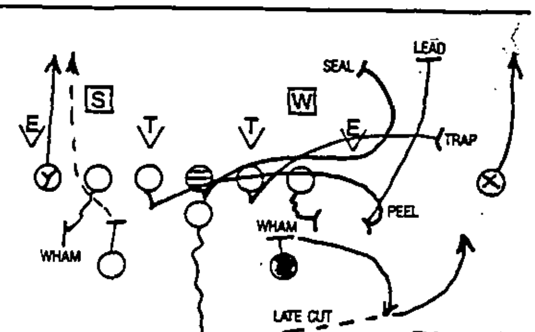
OVER WIDE



ORANGE STRONG

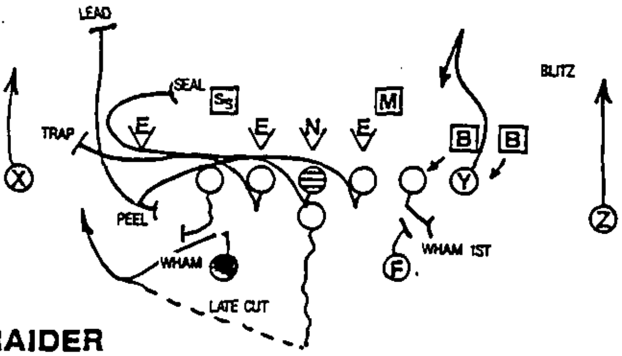


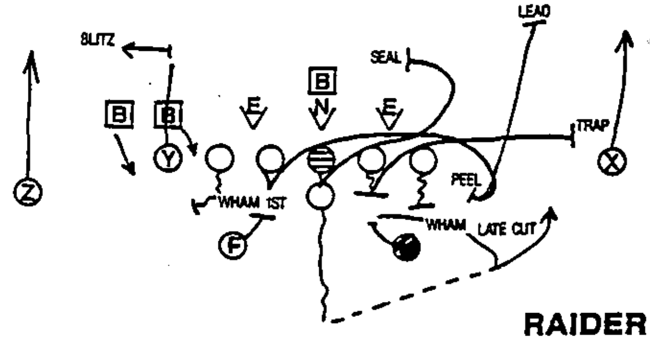
PIRATE



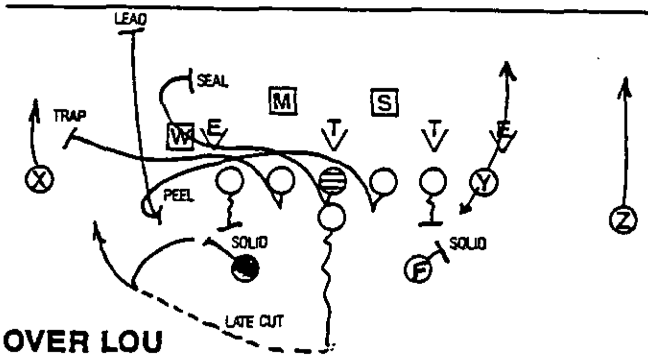
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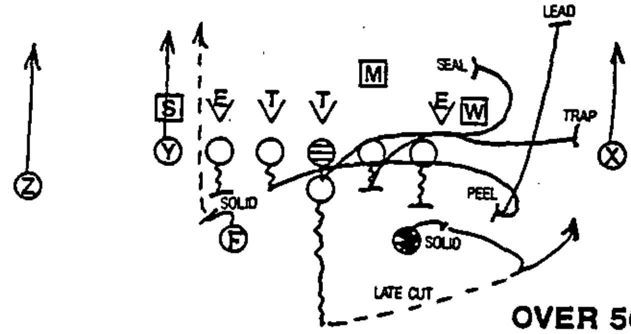
# SCREEN LT/RT (TE RUN 4 ROUTE)



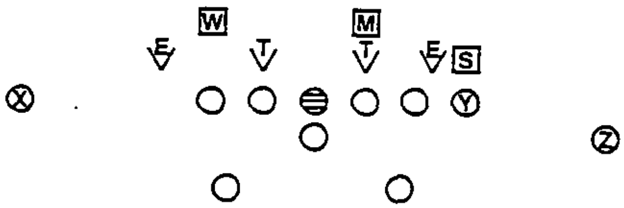

**RAIDER** | **RAIDER**




**OVER LOU** | **OVER 50**

**NOTES**





**40 L**

**NOTES**

**NOTES**

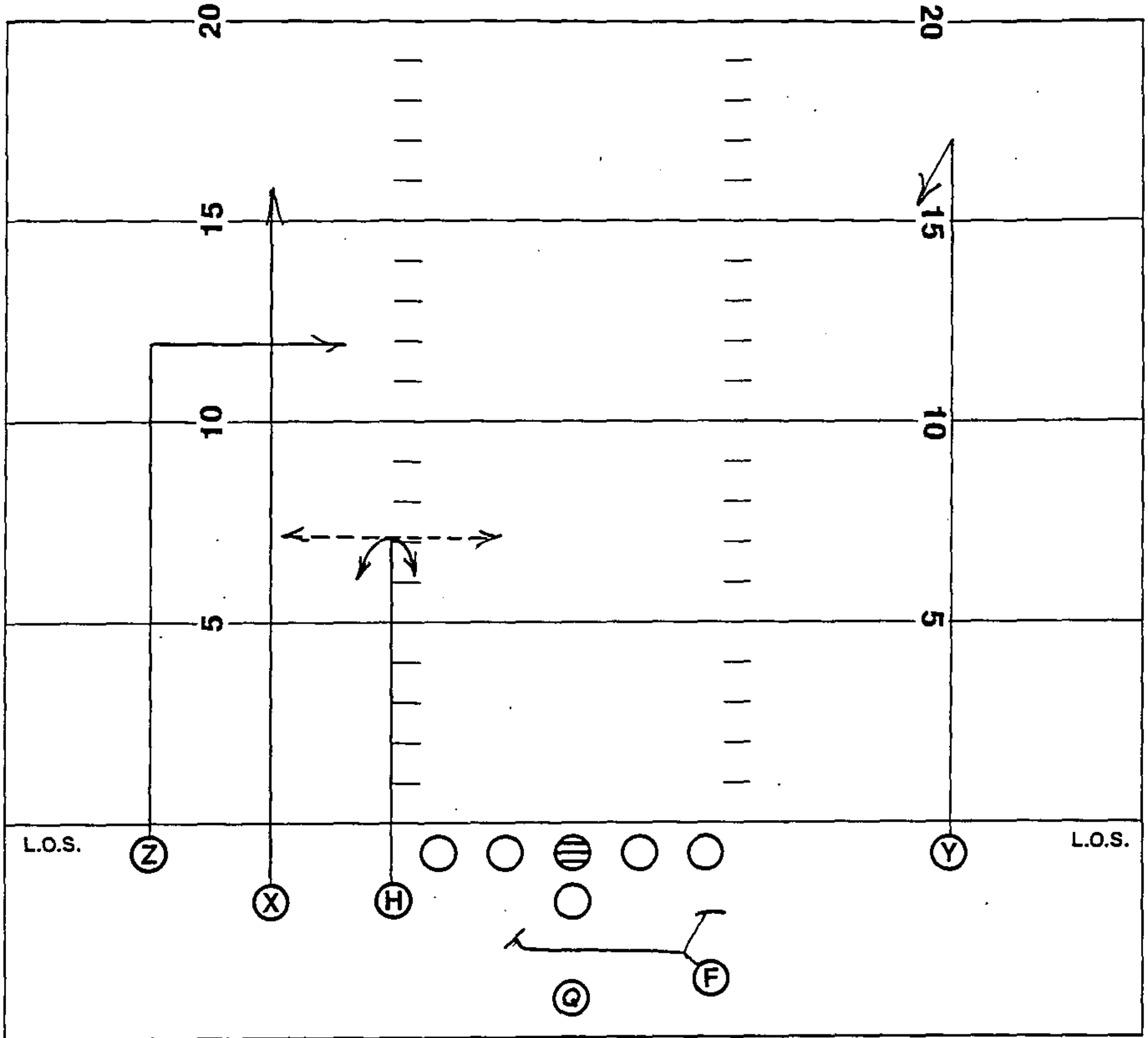




**REMARKS**

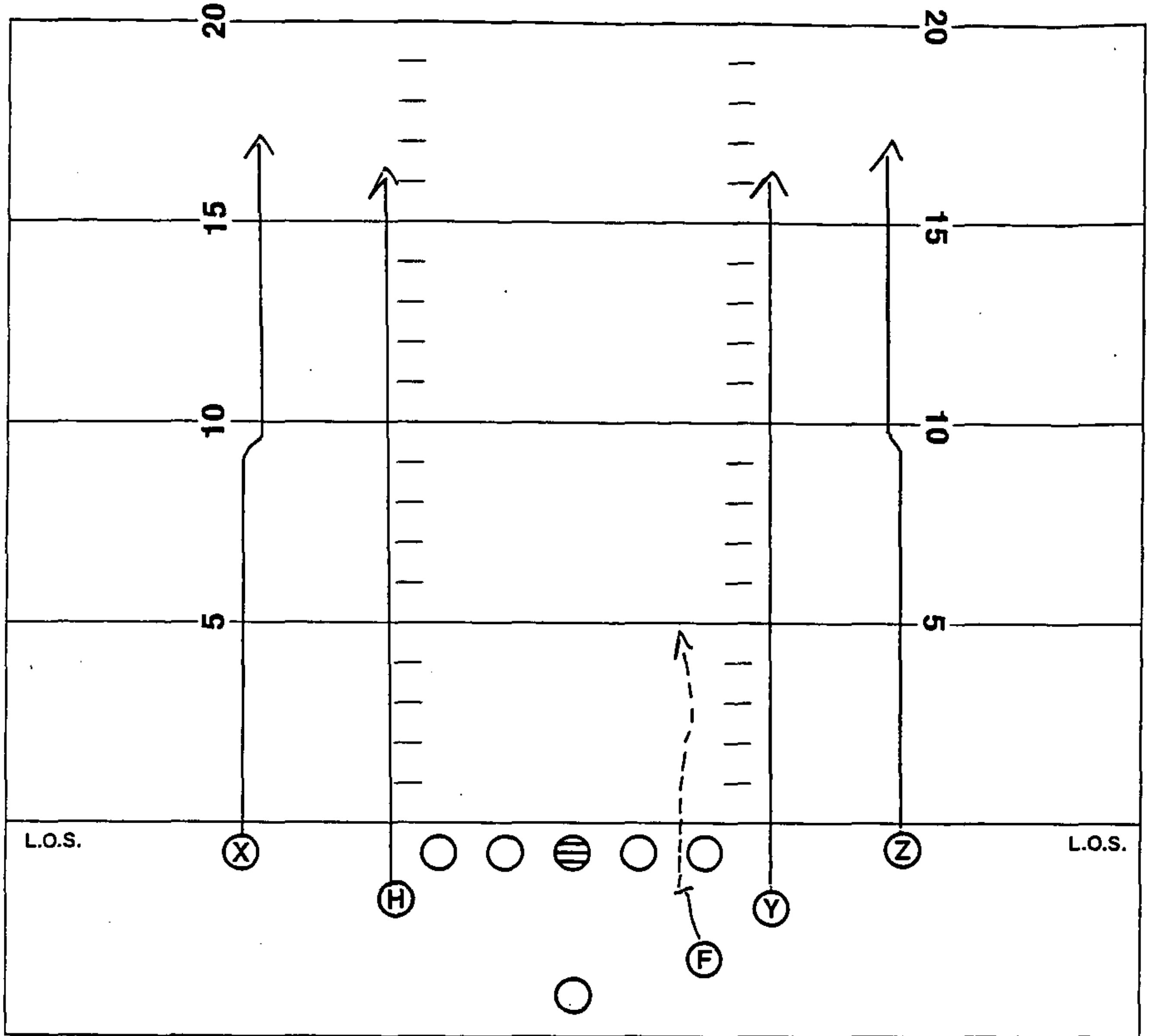
**REMARKS**

# KEY LEE/RAM 496 PRESS



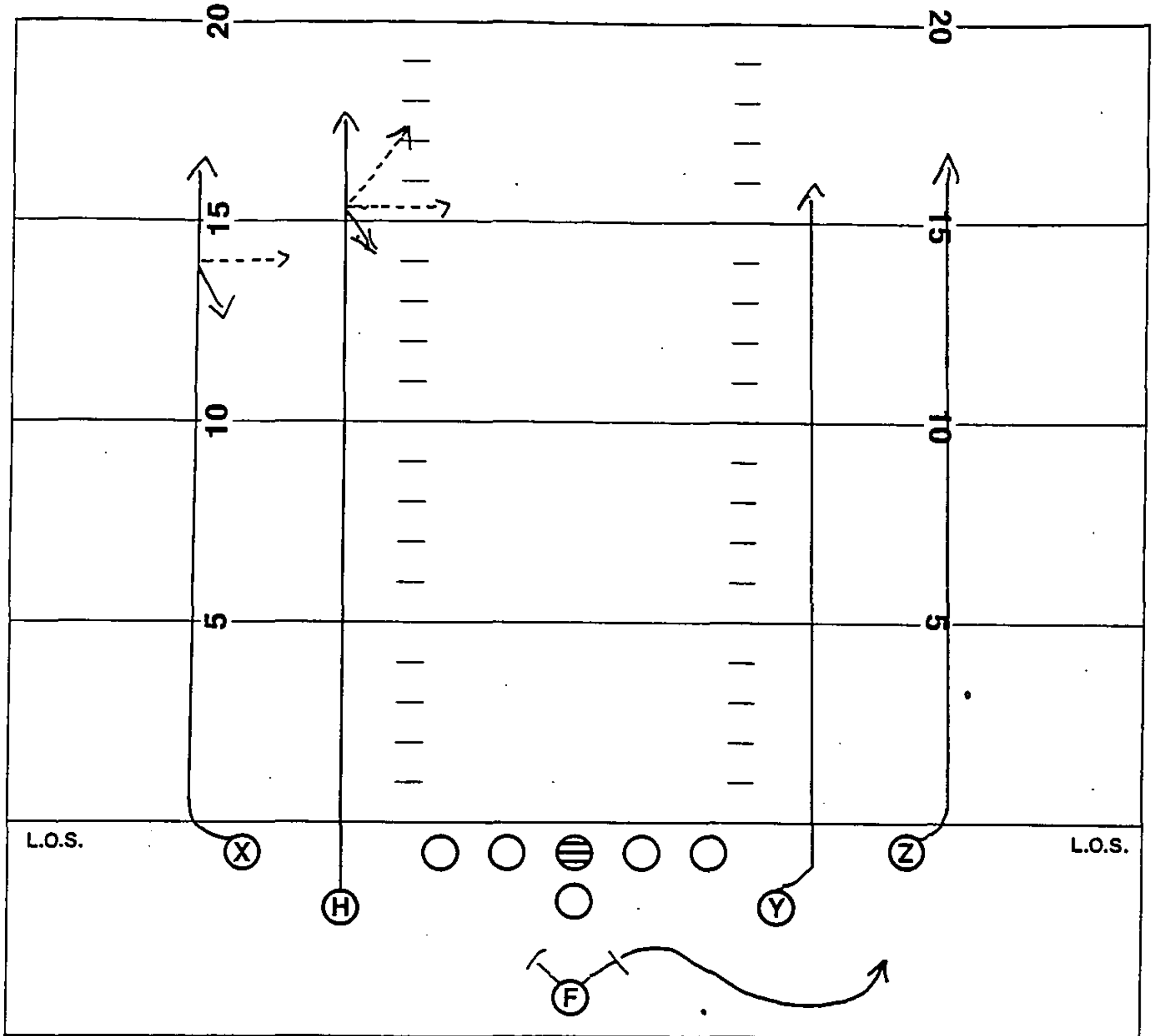

| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| QB- Any soft coverage, work Y on Four Route. Any other look, work X to Z to H. | X, Y, Z & H- All Receivers run routes called. |

# KEY 999 A SEAM B DELAY




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Work best look side. If nothing opens downfield, take the F on the delay route. | X,Y,Z,<br>H,& F- All Receivers run routes called. |

# KEY 999 H OPTION (GUN)




## NOTES

QB- vs. man bump, work two outside receivers.

vs. any zone coverage, work H and X.

FB- Check all, pick up, then run Loop Route away from H.

## ROUTE ADJUSTMENTS

X & Z- Take outside releases. X should stop at 14 yards,if he can't catch the corner who is dropping to a deep coverage.

Y- Run through the seam. You must hold the S/S or make the catch on inside edge of numbers.

H- Run through any man or bracket coverage.

vs. zone H should stop at 16 yards working through the first hole, settling in the second hole.

vs. two deep or no F/S, break to post.

# RECEIVER TERMINOLOGY

| | |
|---|---|
| **EAST** | A basic formation where the Z will be on the opposite side of the tight end. Z outside, X inside. |
| **TIGHT** | Refers to "X" aligned approximately 4 feet or less from the offensive tackle - in position to make the angle block. Also refers to "Y" or "HB" alignment when no other call is made. |
| **DIVIDE** | Back or receiver moving away from the formation call prior to snap. |
| **MOTION** | Back or wide receiver moving in toward the formation call prior to snap. |
| **D A M** | Divide and Motion. |
| **S A M** | Short Motion. |
| **M A D** | Motion and Divide. |
| **S A D** | Short Divide. |
| **ZOPO** | Z lines up opposite formation call and shifts to the original position of the called formation. |
| **FLOP** | Z and X switch positions in the formation that is called. |
| **(Z) DAM** | Divide beyond center and motion. |
| **(Z) MAD** | East - motion beyond center and divide. |
| **SOPO** | X lines up opposite formation call and shifts to the original position of the called formation. |
| **(X) MAD** | Motion beyond center and divide. |
| **OPO (OPPOSITE)** | A player lines up opposite huddle call and returns to the original position of the called formation. |
| **OP** | A player lines up opposite huddle call and starts back toward original position of the called formation but does not go beyond the center. |
| **NASTY** | Refers to "X" in regular or "Y" in east formation - split 3-5 yards from offensive tackle. |
| **STACK** | Formation with "X" in the backfield may stay in the backfield or go in motion to standard or slot position. (Z aligns opposite Y on the L.O.S.) |
| **TRIO** | Tells Z to split the distance between the H and the TE. |
| **DEE** | Tells X to split the distance between the H and the offensive tackle. |
| **CLEARING** | Speed by a receiver through an area to force defensive personnel to cover him. |
| **CRACKBACK BLOCK** | Wide receiver blocking a LB'er or DB from a wide alignment. |

## Receiver Terminology (continued)

| | |
|---|---|
| **BREAKING POINT** | Point at which receiver makes his final cut in his pass route. |
| **RELEASE** | Releasing for downfield block or pass route, from the L.O.S. |
| **ADJUST** | Receiver altering his route because of the defensive coverage. |
| **READ** | Route run by receiver according to what coverage is being played. |
| **FLOODING ZONE** | Putting 3 receivers into the same side of the field at short, medium and deep depths. |
| **SPLIT** | A reference point for a receiver to line up on the field according to his pass route. |
| **BRACKET** | When two defenders play a combination coverage on a single receiver. |
| **ROTATION** | Secondary inverting or rolling toward either X or Z. |
| **CLOUD** | Corner rotation to X or Z. |
| **SKY** | Strong or weak safety inverting to X or Z. |
| **PRESS** | Defender plays a form of tight coverage on X or Z. |
| **FADE** | Route adjustment versus cloud rotation. |
| **BURST** | Technique used by a receiver to cause separation from a defensive back. |
| **TRAIL** | Technique played by pass defender when he lets receiver get beyond him up field then trails behind him or underneath him. |
| **YALE** | Alignment used by defender playing inside press technique. (Usually played in conjunction with halves coverage downfield.) |

# "X" AND "Z" FUNDAMENTAL PRINCIPLES OF BLOCKING

The success of our running game has been based on our ability to go outside. Our ability to go wide reflects, in the main, the type of blocking by our "X" and "Z" at the P.O.A. We have had some good blocking, but we feel we have the personnel to have the best outside blockers in the league.

In order for us to reach this goal, our "X" and "Z" must realize the following:

a) **You** are very **important** in our **running game,** and you must **approach your assignment with this in mind.**

b) The **effectiveness** of our **running game** will **improve** our **play-action passes** as well as our **overall pass protection. Effort** and **speed** on running plays will help you get **open** when we **fake the run** and throw a **play pass.**

c) That it requires **concentration, self-discipline, willingness** to **pay the price,** and **personal pride** geared to protection.

## VALUABLE HINTS FOR EXECUTION OF BLOCKING

1. KNOW YOUR OFFENSE
   a) Have a good knowledge of **every play** in our attack, especially the **wide** and **off tackle** plays in which you have **key blocking** assignments.
   b) Know **blocking assignments** and **adjustments** at P.O.A.
   c) Pay particular attention to **game plans** when plays are set up to take advantage of an **individual,** a **defense** or a **situation.**
   d) Most of ALL – know your assignment thoroughly. Know **what, when, why** and **how,** you are to do your job.
2. KNOW BASIC DEFENSES USED IN N.F.L.
   It is important for you to know the **basic defenses** used in the N.F.L. Emphasis must be placed in knowing **who they prefer to force the play.** Some teams will vary and others will use specific men.
3. KNOW YOUR OPPONENT
   Anticipating what your opponent is going to do is **essential. Analyze each player** and know his tendencies well. This you must do in film study each week.

## BASIC FUNDAMENTALS

Football is based on movement and striking ability. But it is important that the following things take place prior to snap:

1. Recognition of defenses and anticipation of opponent's move. Look for keys or tip-offs before the snap.
2. Using proper alignment or split that will enable you to carry out your assignment. Constantly change your alignment or split so the defense cannot pre-read or anticipate the play.
3. Alertness for QB's command at L.O.S. in order that you do not miss audible calls.

## Principles of Blocking (continued)

### EXECUTION OF TECHNIQUE

**Execution Is The Key To Success**

It is one thing to have talent, but another to apply it correctly and get results. The execution of any technique goes through 3 phases.

1. APPROACH
   This is the phase where the smart player excels. Anticipation, movement, adjustment, judgment and position are vital to successfully carry out your assignment. Concentration on your job will exceed or parallel any other mental or physical trait, therefore, concentrate on bringing all of your skills into play.
2. CONTACT
   Most of your techniques will be position-type blocks that require, toughness, timing, balance and applying your block at crucial times.
3. FOLLOW THROUGH
   This is the most important phase of any block. It is the initial movement, plus how you finish, that really counts. This will reflect your desire to do the job. Balance through good footwork is absolutely essential in order to stay-stay-stay after it!
4. BE AGGRESSIVE!!

### ESSENTIALS OF GOOD EXECUTION

1. Form good habits in practice drills through hard work and self-discipline; strive for consistency and perfection.
2. Concentration — Anticipation — Judgement — and Adjustment.
3. Position on opponent prior to contact — leverage.
4. Football position prior to contact. Coil, control head, feet and back.
5. Applying contact — striking ability.
6. Follow through — keeping pressure — balance — extra effort.
7. Make opponent take the long arch in pursuit.

### COMMON FAULTS IN EXECUTION

1. Tipping off your intentions by lineup.
2. Poor recognition or failure to key situation properly.
3. Poor position on opponent prior to committing technique and committing too soon.
4. Failure to make the correct adjustment and use proper technique.
5. Giving up on block too quickly.
6. Not knowing your opponent and his tendencies adequately.
7. Going to another block of your man disappears.

## WIDE RECEIVERS – BLOCKING TERMINOLOGY AND DESCRIPTIONS

1. FORCE BLOCK:
This technique implies exactly what it says; that is, you are expected to block the defensive back assigned to make the tackle on the play. This block is used primarily by the player on the weak side of the formation and will usually end with him blocking the defensive corner or safety (force). You should key weak safety before snap and key his reaction as you drive off L.O.S. to block defensive halfback. If he starts to force, you must come off corner and meet him at the crossroad (cut block – cross shoulder or spin him with near shoulder block). If W/S goes to area you continue to block corner. (Do not cut or leave feet on a Stalk block). There will be situations when we will use the Force Block, yet we will ask you to block the most aggressive man, whether he is the corner or safety.

ESSENTIALS:

a) Knowing the play will definitely come to your outside and the safety must come through a certain point to make the play – this permits you to start the corner deep and make your adjustments off of key on safety. Explode for the depth of the corner's feet.

b) Key safety before the snap. Start drive on corner keying safety. As you see the safety start his drive, come off and apply block as he turns to pursue to sideline. The most effective block is the rev. shoulder – this will permit more blocking surface, least likely chance to miss block and easier adjustments to go into reverse body block.

c) If safety rolls to zone, block outside number of corner and release inside for safety.

d) Anticipate movement of defensive man and apply crackback, encouraging defender to take the long arch in pursuit usually under you.

e) Alert for audible when safety is up for quick force. If QB doesn't audible, don't take step upfield if there is a chance safety will force fast and get by you. **This is more likely as we near the goal line.** This is your toughest situation. Must read prior to snap. It becomes an immediate crackback on safety.

COMMON FAULTS:

a) Not keeping good position in accordance with development of play and movement of defensive man.

b) Poor recognition of defensive change ups.

c) Poor knowledge of the play.

d) Aiming in front of defender too much, permitting him to fake and escape around you – trying for position instead of aiming point for block on defender.

e) Running too much of an arch when recognizing a quick force.

f) Not stopping CB on cloud force.

## Wide Receivers - Blocking Terminology and Descriptions (continued)

2. IMMEDIATE CRACKBACK:
Drive immediately to block outside LB. If LB disappears combo up to inside LB. We will use different techniques depending on Y's or HB's responsibilities.

ESSENTIALS:
a) Keep splits that will enable you to get the job done.
b) Speed step with inside foot band explode to a point to execute technique.
c) Easy knock down block. Good contact at P.O.A. "Keep Head Up." 1st priority - Seal. 2nd priority - knock down.
d) Use technique best suited for situation.

COMMON FAULTS:
a) Starting upfield too quickly.
b) Over extension at P.O.A.
c) Poor combo technique at P.O.A.

READ:
Knowing the man or area of responsibility you must block before ball is snapped. Example: Flip 18/19 Y lead, block deep 1/3 or 1/2 of field-2nd force. Defense and play will dictate responsibility.

ESSENTIALS:
Read defensive movement and use proper technique to block play responsibility.

COMMON FAULTS:
a) Not keeping good position in accordance with development of play and movement of defensive man.
b) Poor recognition of defensive change ups.
c) Poor knowledge of the play.
d) Aiming in front of defender too much, permitting him to fake and escape around you.
e) Running too much of an arch when recognizing a quick force.

4. CUT WALL:
The technique will be used by X & Z carrying out our inside or off tackle running assignments (4/5 or 6/7) hole plays. Z will angle at SS. If SS forces, he will get into position to wall SS from play. If SS takes deep 1/3 or deep 1/2 responsibility, he will turn and wall upfield # of corner. X will angle 5 yards in front of FS. If FS takes deep 1/2 or deep 1/3, he will turn and wall upfield # of corner. Splits are essential to enable X or Z to pick up a fast reading SS or FS.

ESSENTIALS:
Using proper split that will enable you to carry out your assignment. Drive to point to cut defender. Speed is most essential. If your man blitzes, continue for wall position. If safety has rolled, you will wall most dangerous man; will vary from game to game. Some teams will bring safety back and others will follow with HB.

## Wide Receivers - Blocking Terminology and Descriptions (continued)

COMMON FAULTS:
a) Driving upfield too much, losing angle and time.
b) Poor recognition and judgement in whom to block.
c) Not realizing you have key block.

5. WALL
Blocker getting to a position where the defensive man has to come through him to the ball carrier. Play is moving toward you inside (0/1 or 2/3) hole plays, "X"/"Z" will use cut/tough block or in some cases, cut wall. When cutting, set him high, cut him low.

ESSENTIALS:
a) Speed to place yourself between defensive man and P.O.A., but far enough from P.O.A. that your block will not interfere with execution of play.
b) Balance and position are most important.
c) Your job is to put a wall between ball carrier and defensive man. A sliding wall — commit yourself, if he is escaping, cut.

COMMON FAULTS:
a) Not clearing P.O.A. sufficiently.
b) Poor judgement and adjustment who to wall.
c) Not maintaining position in relation to ball carrier.

6. STALK:
"X" or "Z" working the outside numbers of the defensive HB with the play designed to come to his outside. Technique - High shield — bouncing butt type technique, cut late on escape.

ESSENTIALS:
a) Release off L.O.S. to drive man deep, keeping position on outside number.
b) As you feel the man recognize the play and start reaction, come under control and fight for position.
c) You are a moving, constantly, "Stalking" defense man.
d) If your man is escaping you inside, roll him in, or peel and cut him: any time you feel him escaping, apply cut.
e) Stay high. Keep elbows and forearms up to control.

COMMON FAULTS:
a) Drifting off L.O.S. permitting man to loosely play you and have easy play recognition and recovery.
b) Trying for too much outside position or going directly at man and not anticipating move of defensive man outside the ball carrier.
c) Over-committing yourself when you come into block control. Losing your balance and man in the process. Remember, you have a ball carrier who will help you make your block.

## Wide Receivers - Blocking Terminology and Descriptions (continued)

7. SEAL

Used by offside blocker to get position to shut off pursuit. **Techinque** - Stalk, Cut - Any technique you want to prevent defensive man from getting to runner - **Hustle** to cut off angle point - Keep him on your side as long as you can by releasing upfield when you can.

ESSENTIALS:

a) Speed to position to prevent defensive man from getting angle on ball carrier.

b) Release at proper angle.

c) Force defensive man behind to run the arch on pursuit.

COMMON FAULTS:

a) Not moving to retain position on defensive man in relation to ball carrier.

b) Over-committing - not utilizing position and balance.

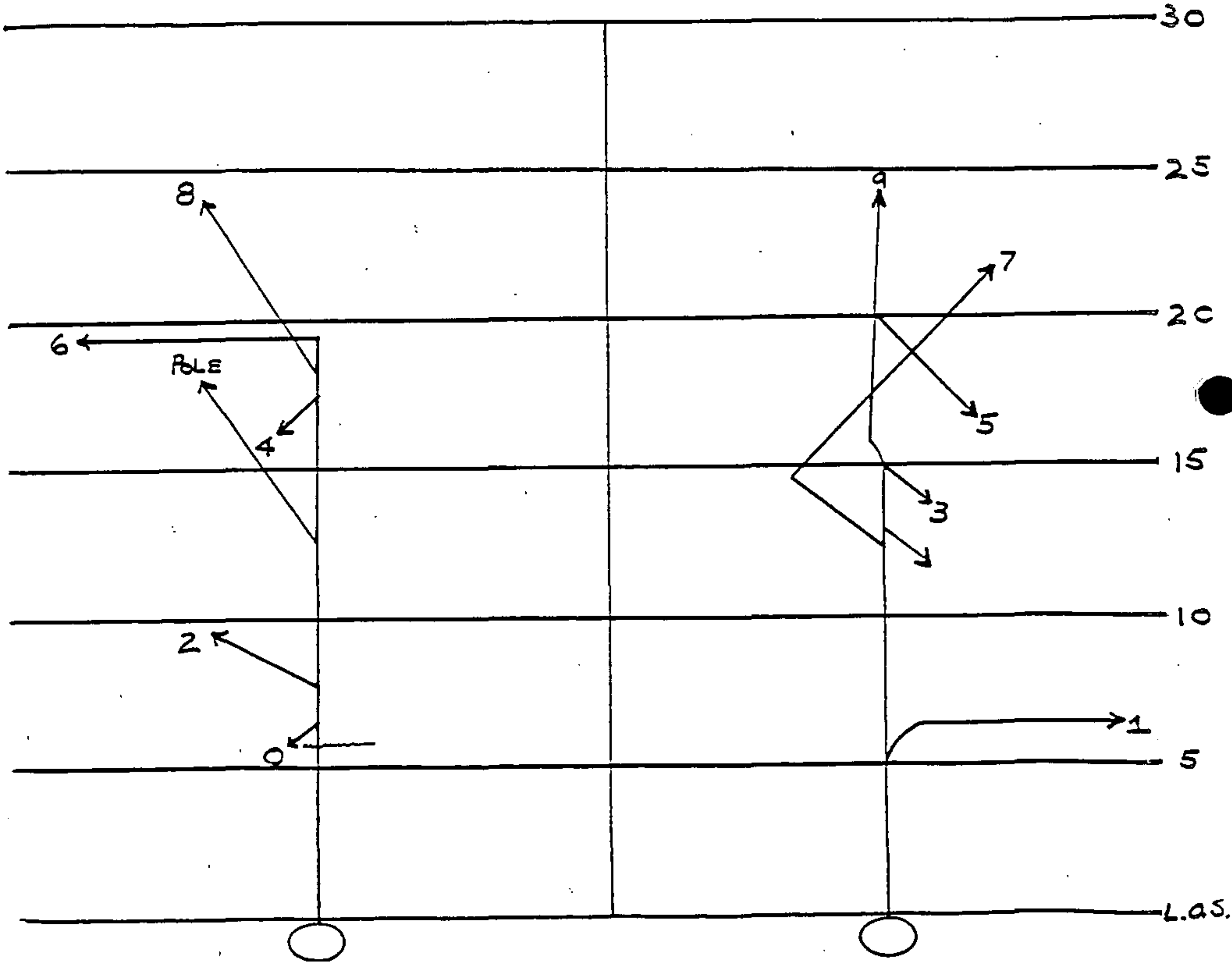
c) Thinking you are away from play and can take a break - think cutback by runner to your side. GET YOUR MAN!

## THE LOS ANGELES RAIDERS

# GLOSSARY OF ROUTE TERMS

| X/Z | X (EAST) | Y (T.E.) | H.B. | F.B. |
|---|---|---|---|---|
| CORNER | CORNER | CHECK | ARC | ARC |
| DIG | DIG | CORNER | CHOICE | CHOKE |
| DRAG | DRAG | CROSS | CHOKE | CIRCLE |
| FADE | FADE | DIG | CIRCLE | CROSS |
| FLAT | FLAG | DRAG | CORNER | DELAY |
| H | FLAT | FLAG | CROSS | FLAT |
| HOOK | HOOK | FLAT | CUT | HIDE |
| ISO | ISO (8) | HOOK | CUT READ | LOOP |
| PIVOT | POST | ISO | FLAT | Q.K. CIRCLE |
| POLE | READ | OUT | LOOP | SHOOT |
| POST | RUB | PRESS | OUT | SIT |
| READ | SEAM | READ | POST | SPOKE |
| SKINNY | SHOOT | RUB | PRESS | SWING |
| SLANT | SNEAK | SEAM | Q.K. CIRCLE | UP |
| SNEAK | UP | SHOOT | SEAM | |
| SPEAR (Z) | WHEEL | SIT | SHOOT | |
| SWIRL | | SWIRL | SHOOT & GO | |
| UP (X) | | WHEEL | SIDELINE | |
| ZOOM (Z) | | ZOOM | SIT | |
| | | TAKE-OFF | SLANT | |
| | | TURN-IN | SPOKE | |
| | | | STOP | |
| | | | SWING | |
| | | | UP | |

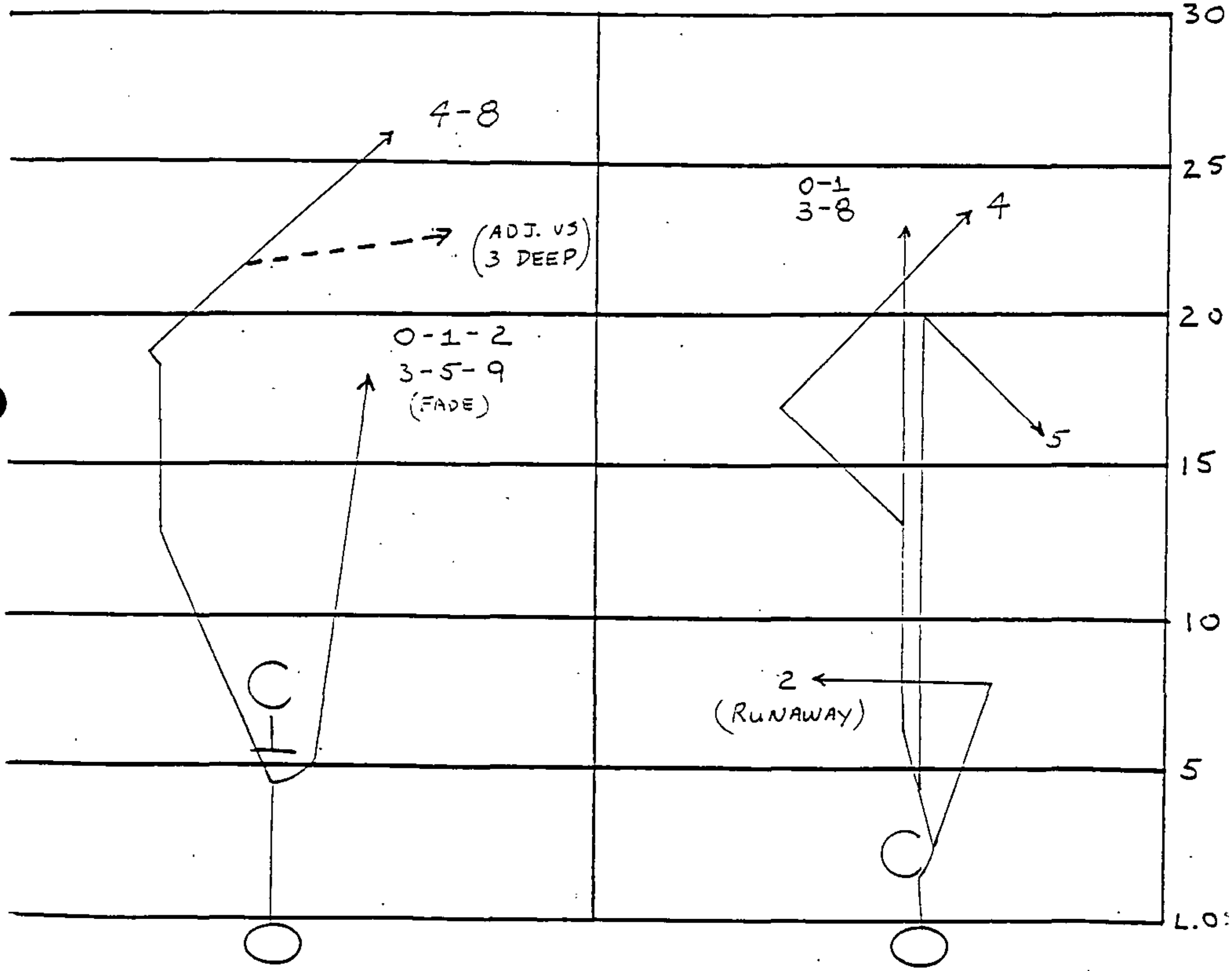
## ROUTE TREE FOR X & Z
(Drawn From Right Side)




EVEN NO. ROUTES
(Inside Routes)

ODD NO. ROUTES
(Outside Routes)

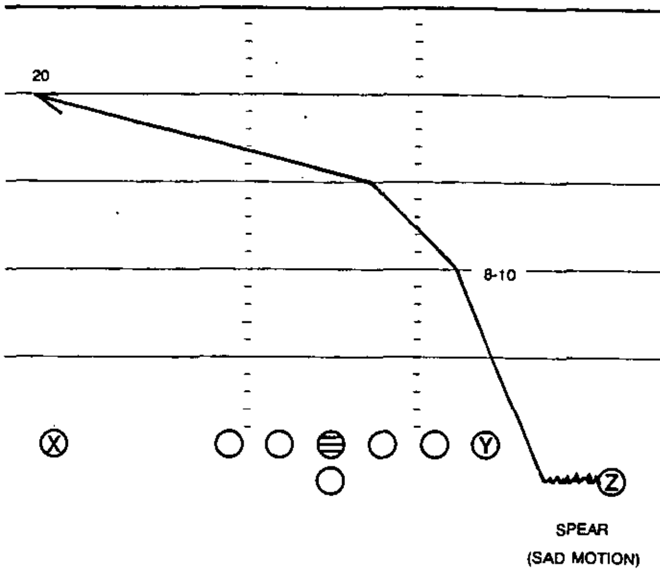
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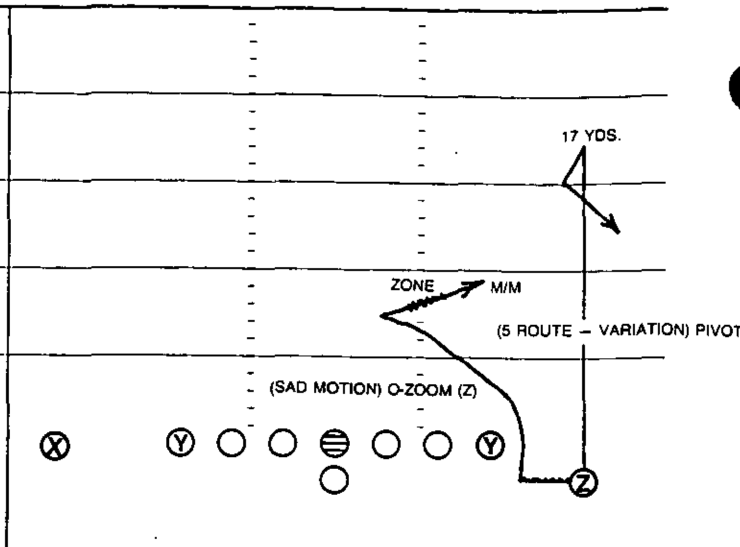


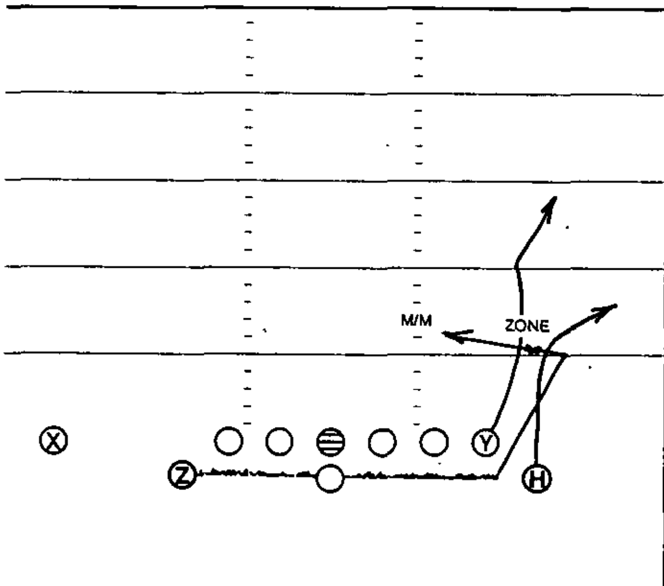

(CLOUD) (PRESS)

ADJUSTMENTS DRAWN FROM RIGHT SIDE

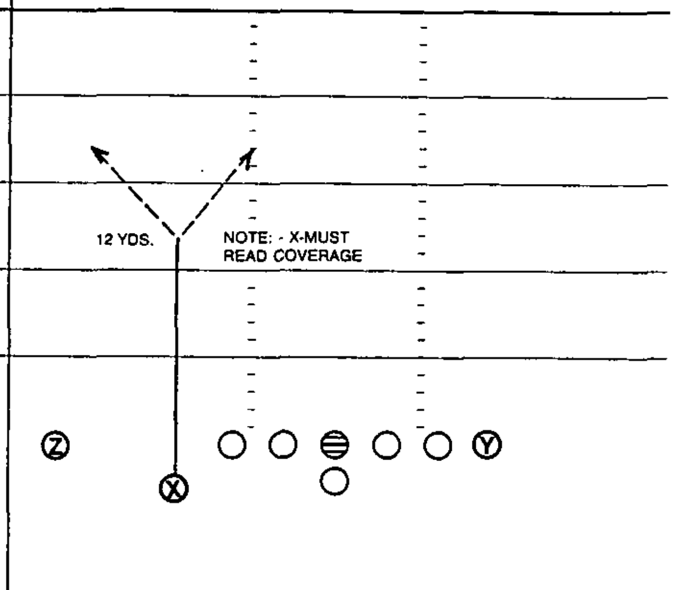
# X & Z ROUTE VARIATIONS




(Z-OPPOSITE) O-SWIRL - (Z)

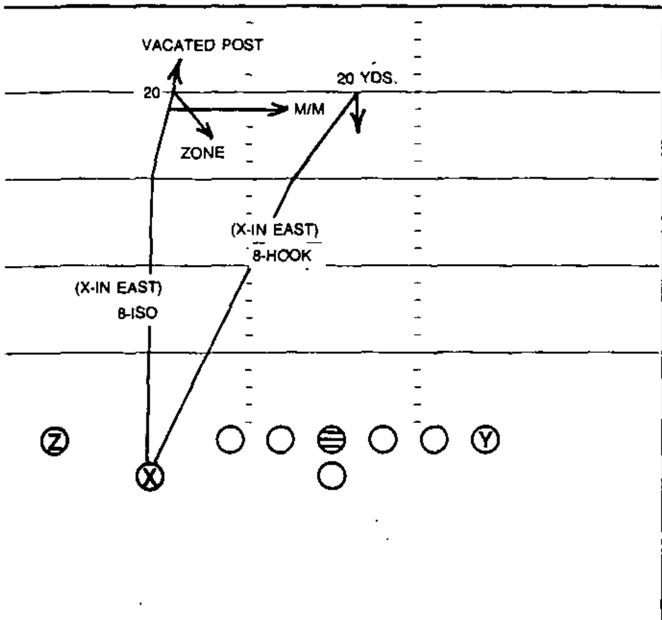


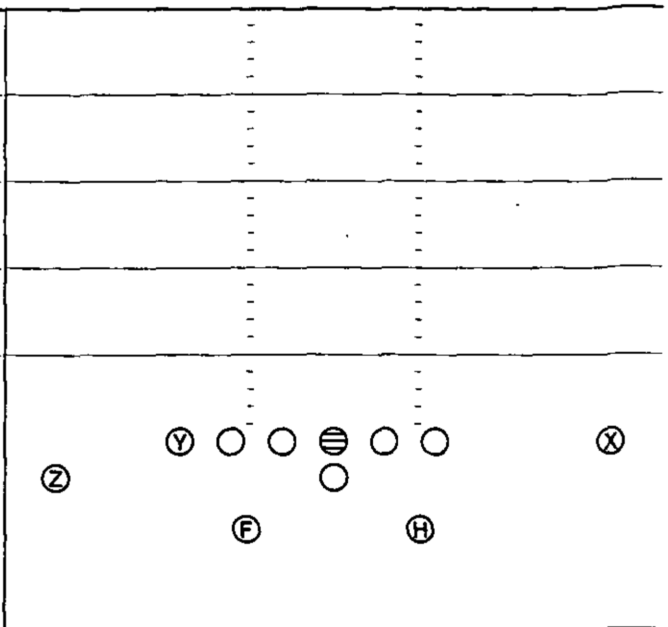

READ

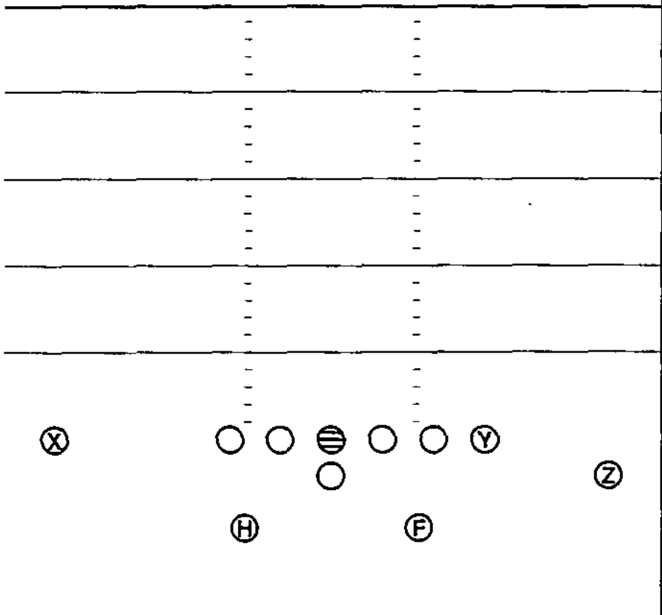
**NOTES** **ROUTE ADJUSTMENTS**

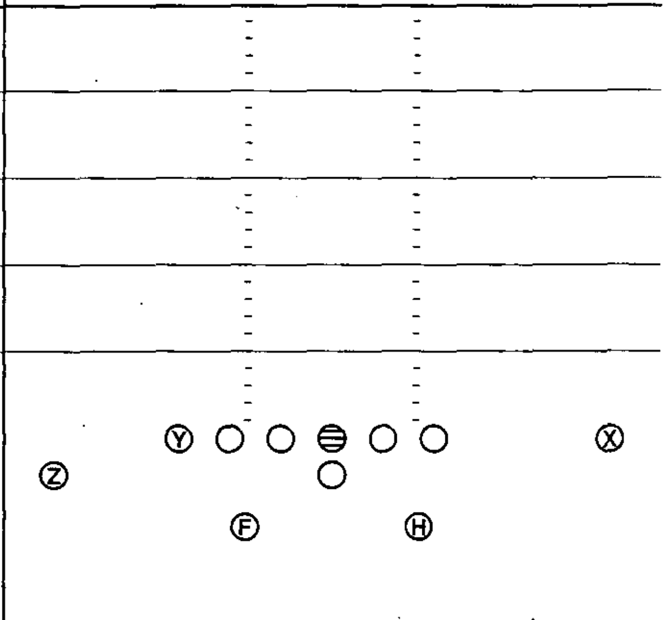
**NOTES** **ROUTE ADJUSTMENTS**

# X & Z ROUTE VARIATIONS



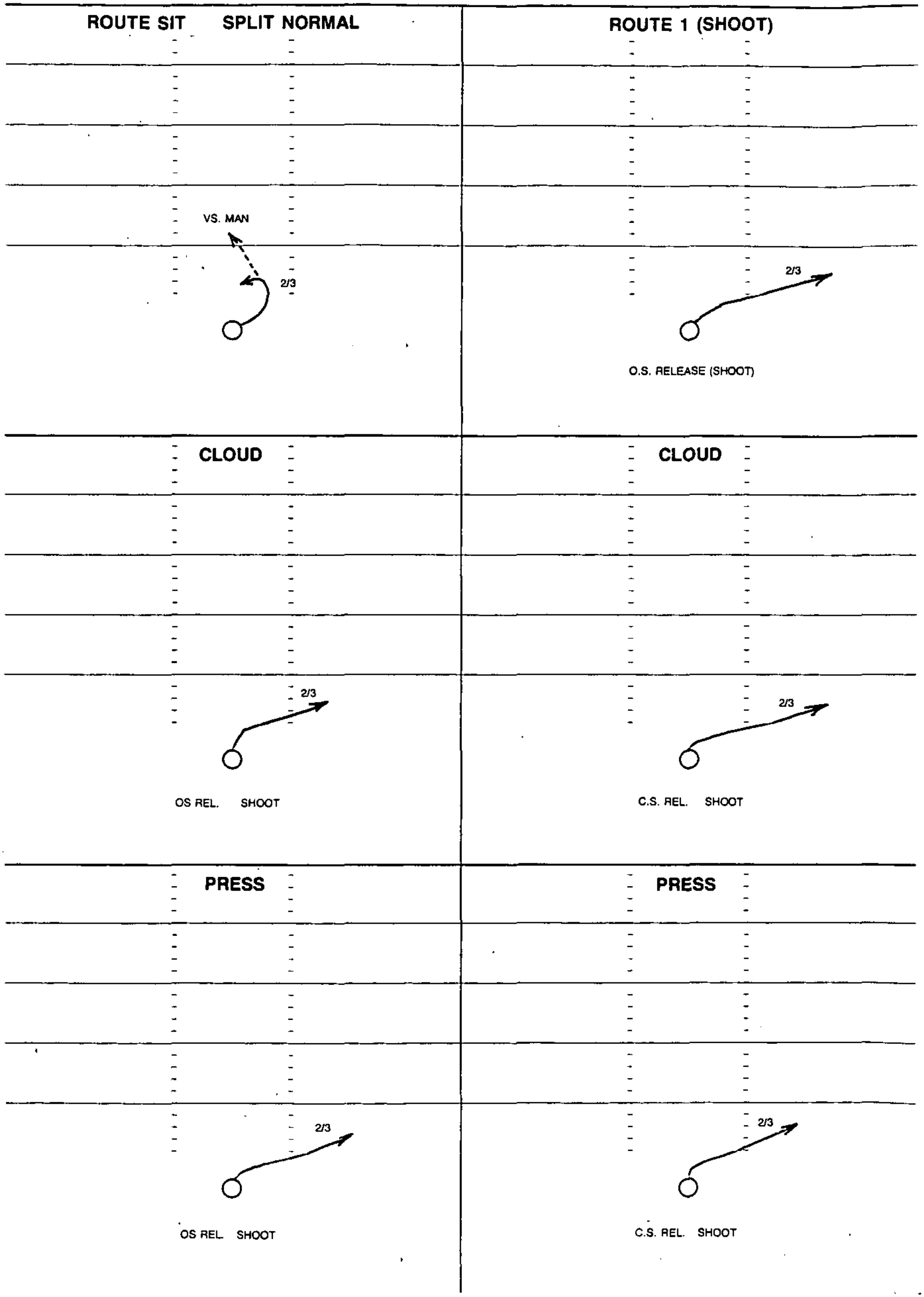




**NOTES** **ROUTE ADJUSTMENTS**

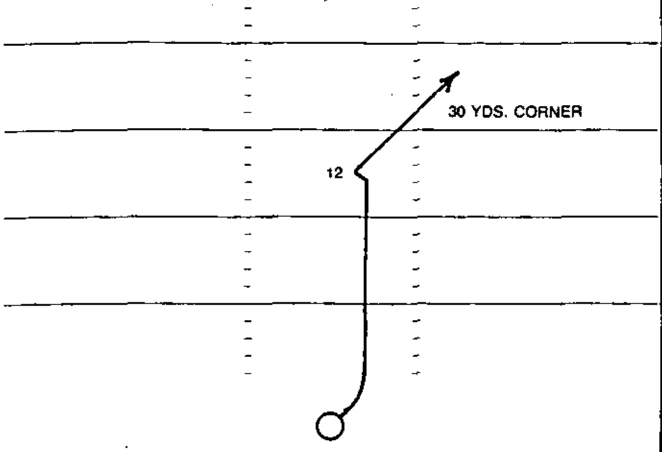
**NOTES** **ROUTE ADJUSTMENTS**

# ROUTES/TIGHT ENDS
## (Drawn From The Right Side [Terms])

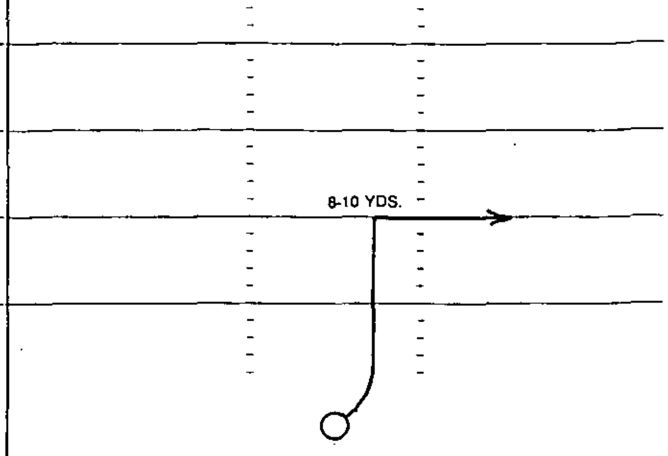


# ROUTES/TIGHT ENDS
## (Drawn From The Right Side [Terms])

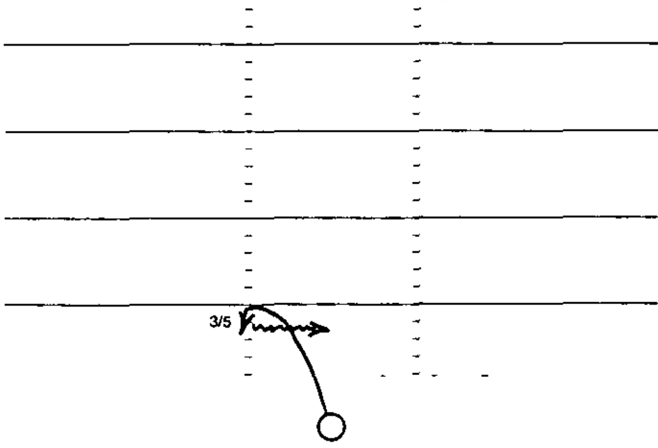
**ROUTE 7 SPLIT (NORMAL)**



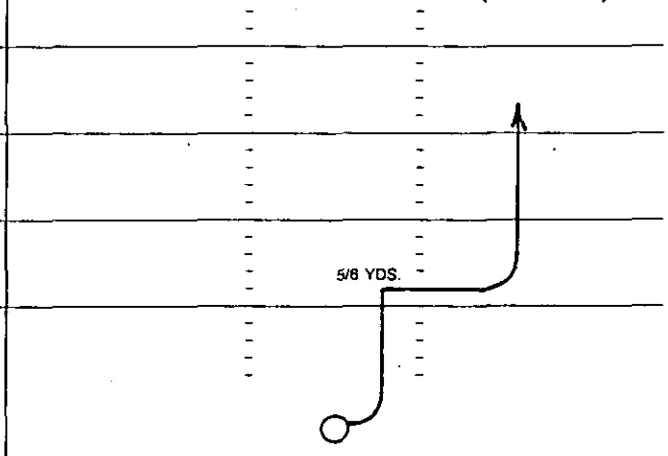

**ROUTE Y OUT SPLIT (NORMAL)**



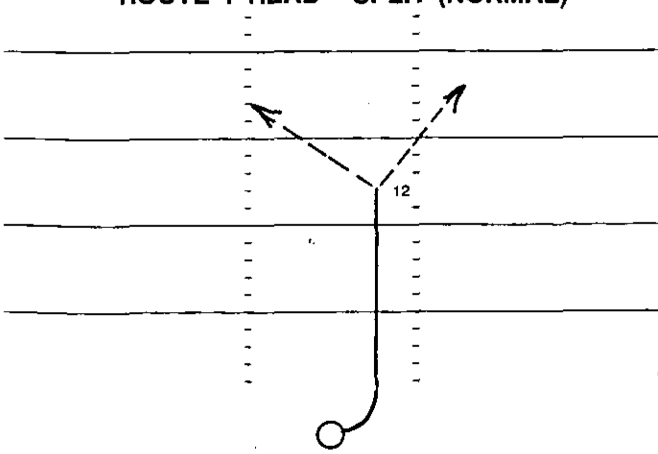

**ROUTE Y HOOK SPLIT (NORMAL)**



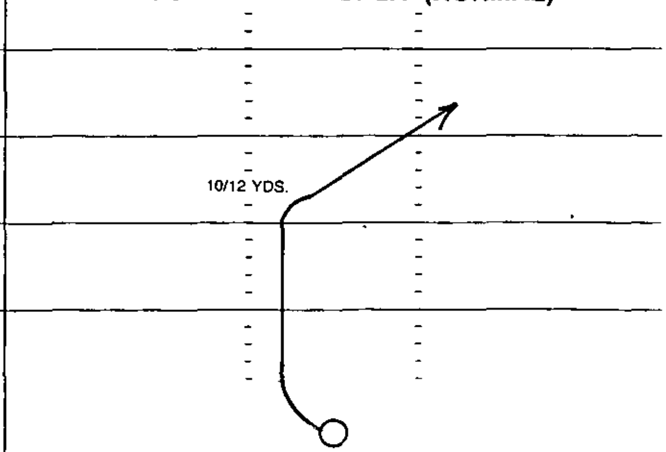

**ROUTE Y TAKE OFF SPLIT (NORMAL)**



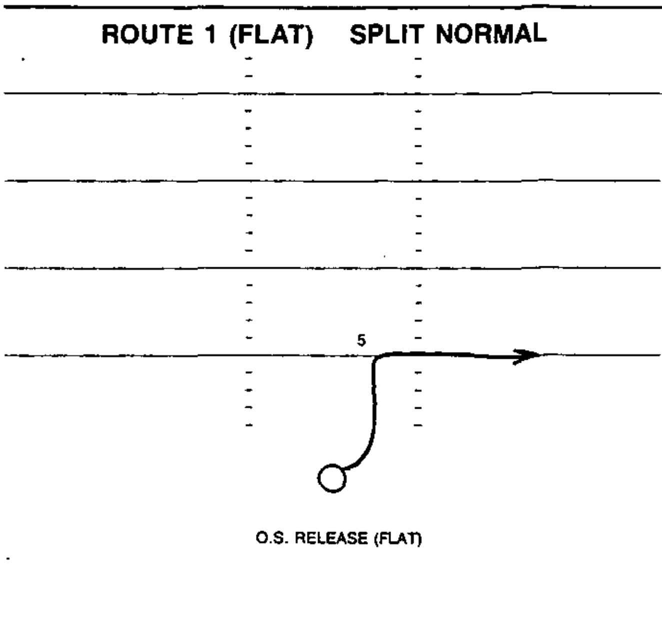

**ROUTE Y READ SPLIT (NORMAL)**

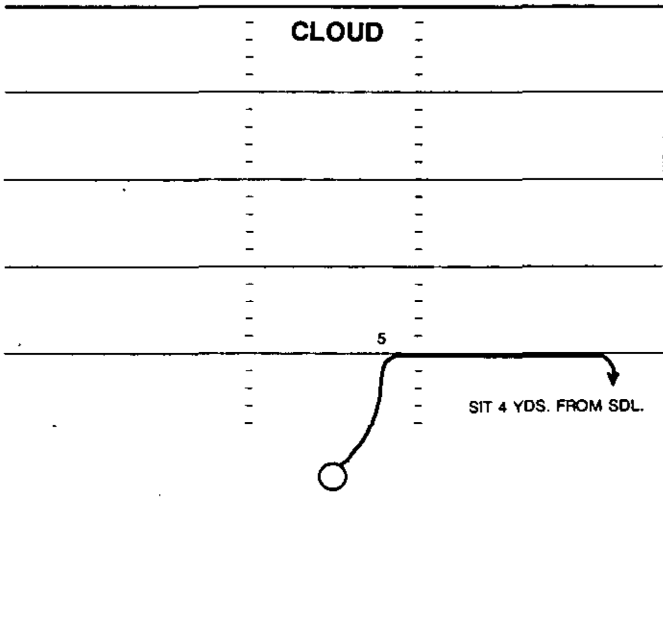


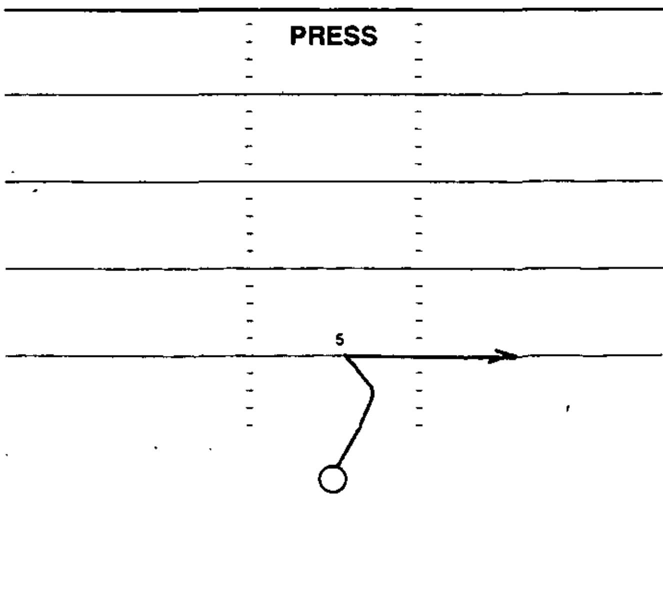

**ROUTE Y DIG SPLIT (NORMAL)**

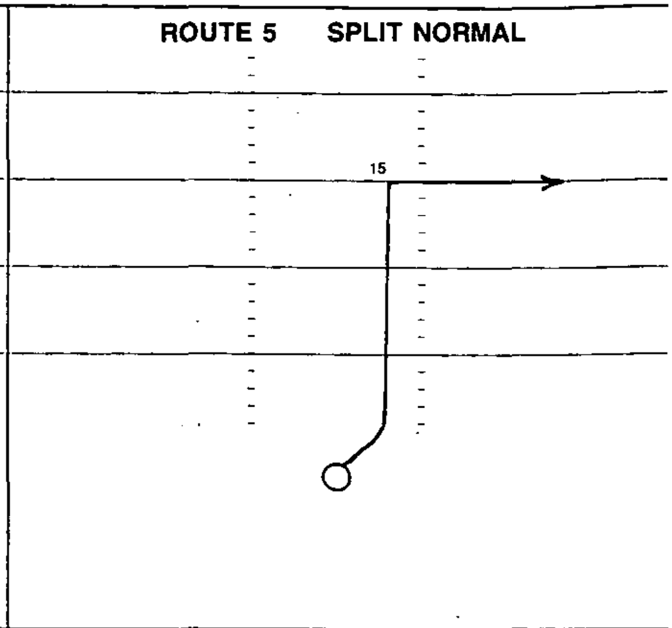


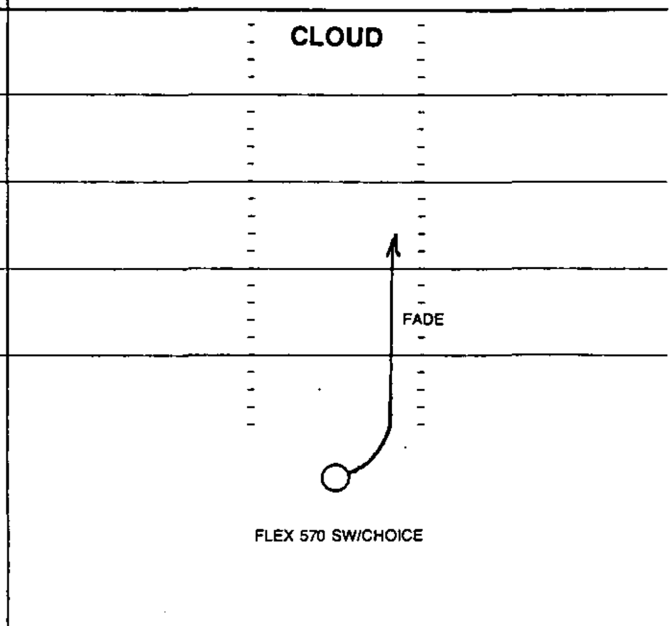
# ROUTES/TIGHT ENDS – Drawn From Right Side

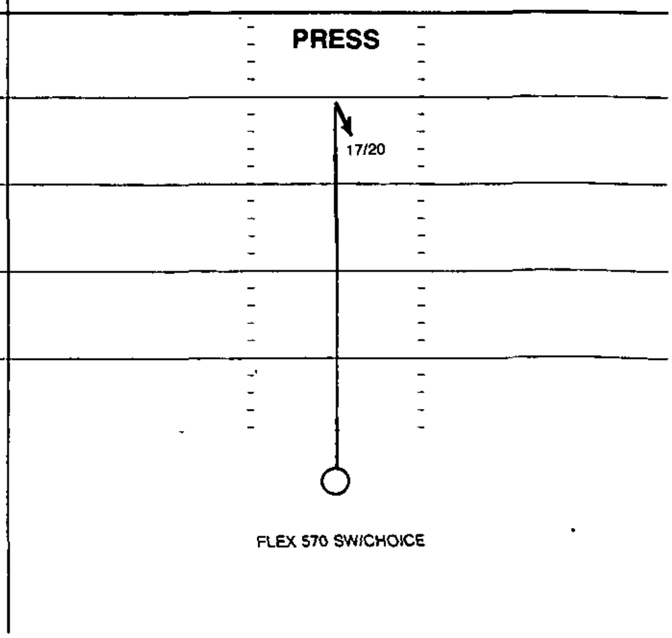


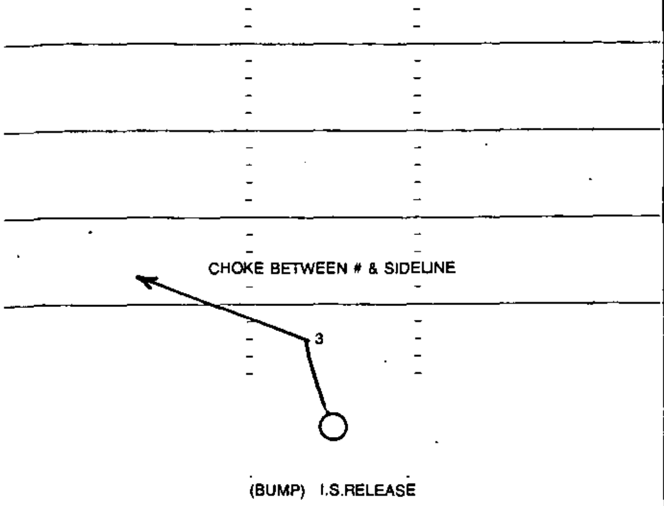



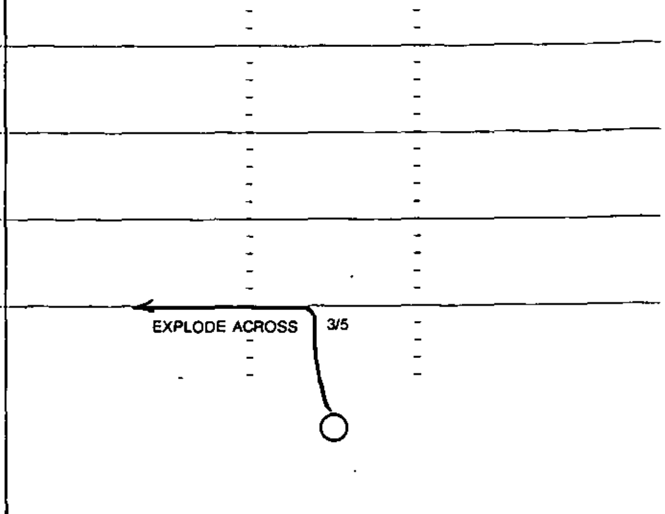



## ROUTES/TIGHT ENDS — Drawn from right side (cont'd)

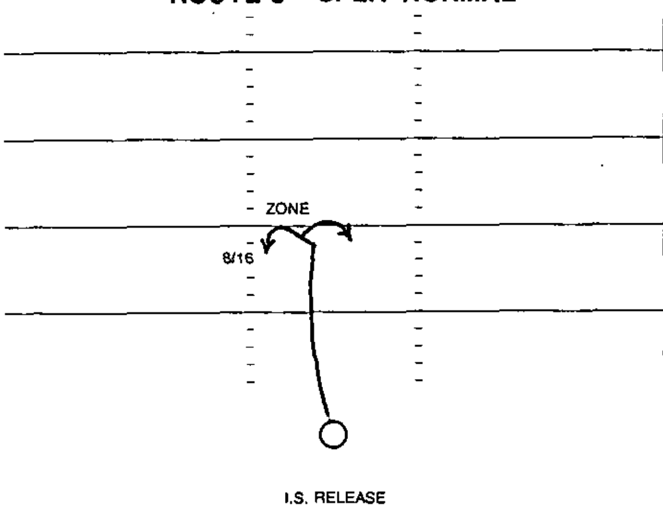
**ROUTE 2 SPLIT NORMAL**



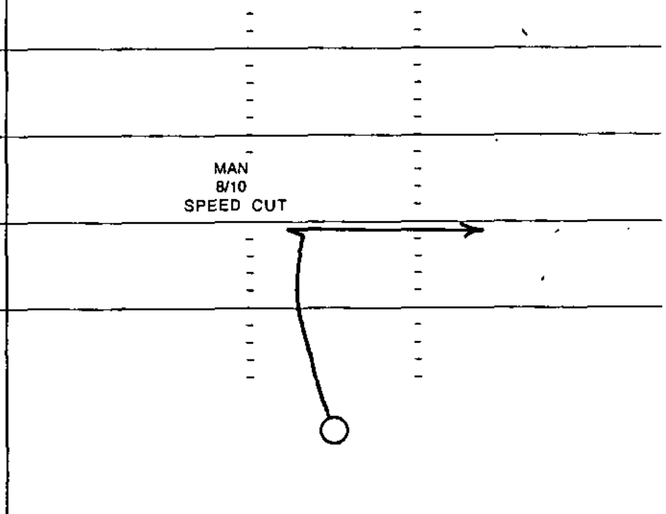

**PRESS**



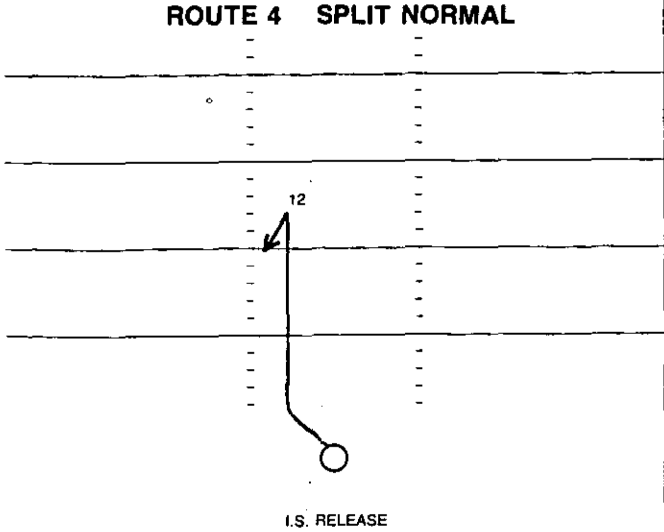

**ROUTE 3 SPLIT NORMAL**



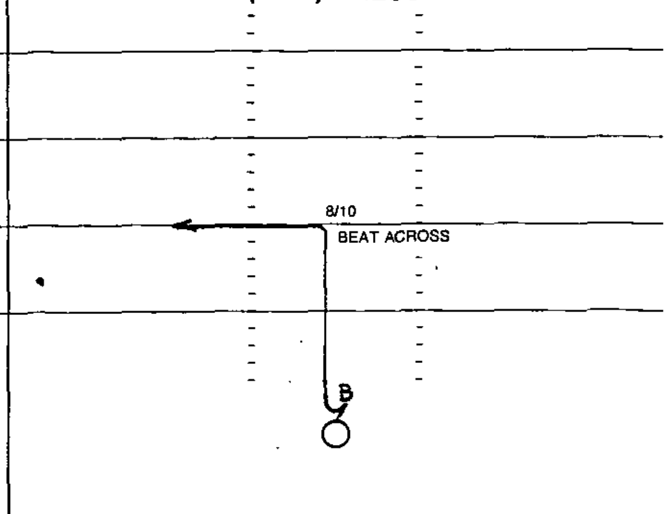

**PRESS**




**ROUTE 4 SPLIT NORMAL**

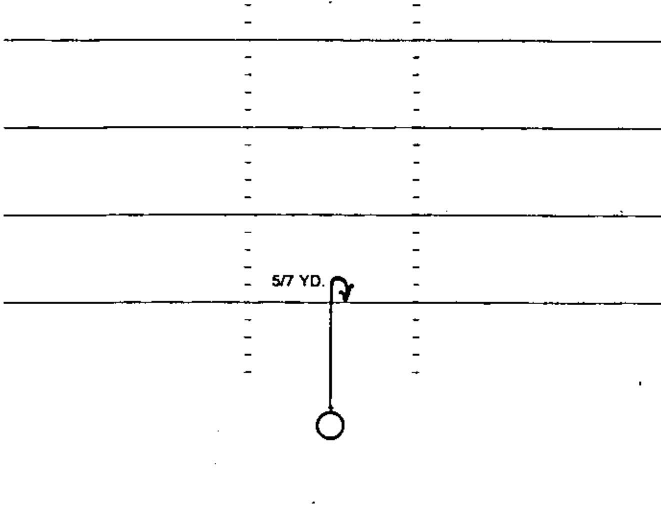



**(MAN) PRESS**

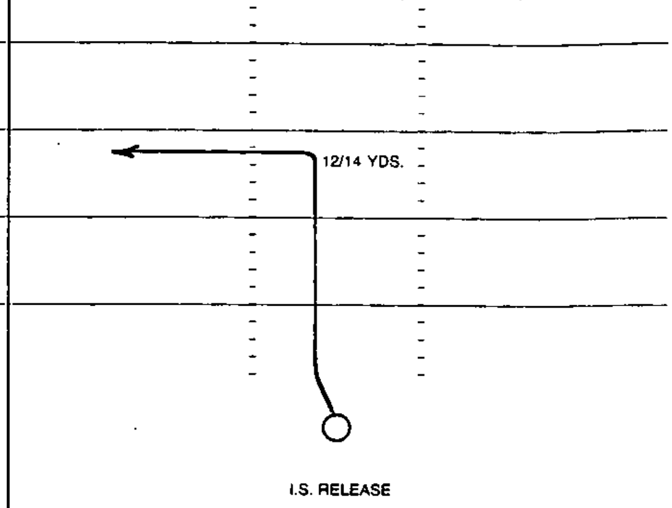


## ROUTES/TIGHT ENDS – Drawn from right side (cont'd)

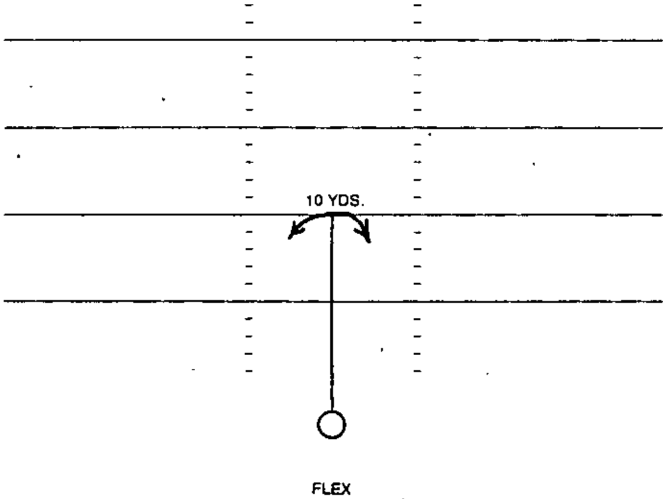
**ROUTE PRESS (FLEX) SPLIT (NORMAL)**



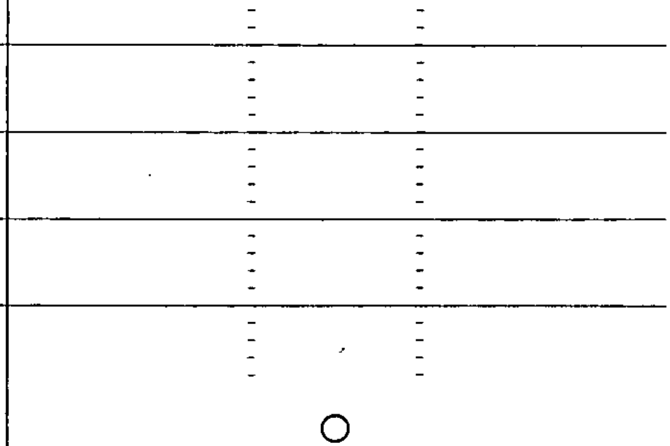

**ROUTE 6 SPLIT (NORMAL)**



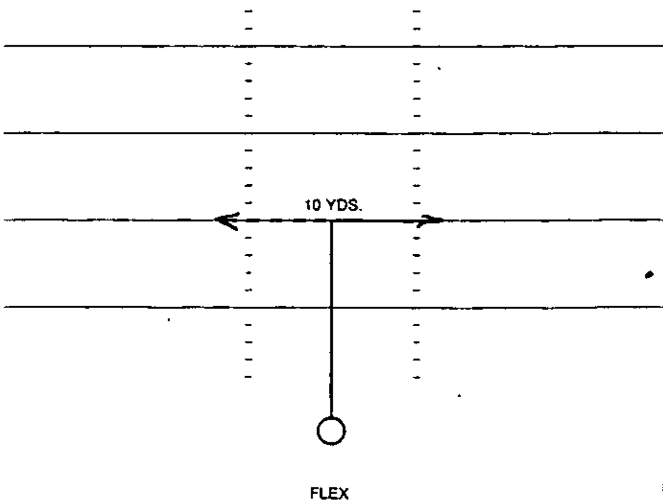

**ZONE**



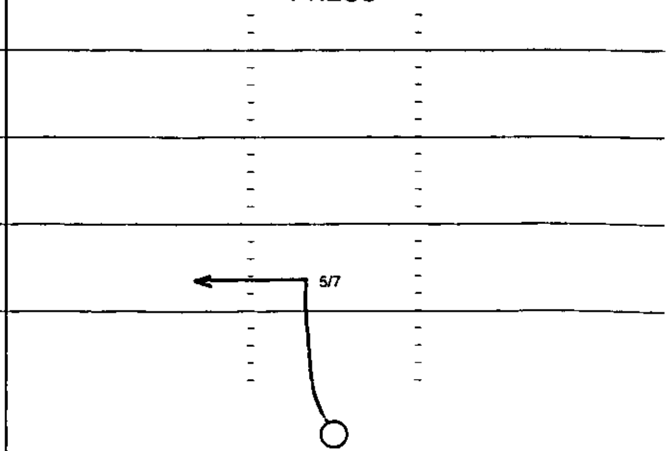

**CLOUD**



**PRESS**

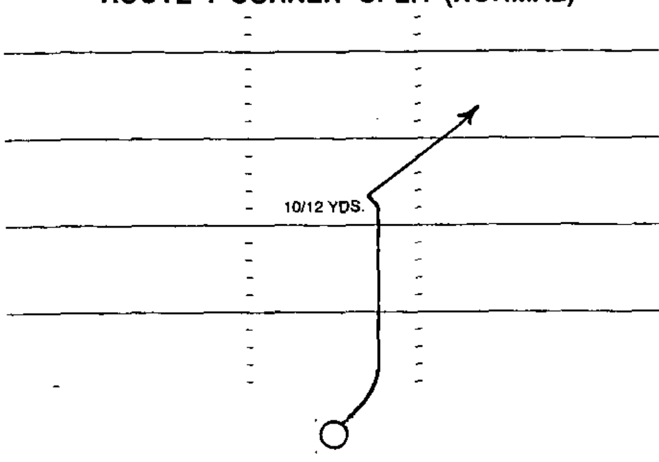



**PRESS**

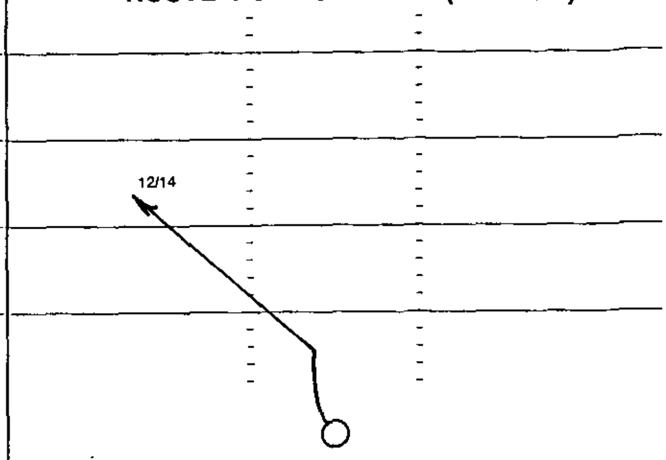


# ROUTES/TIGHT ENDS — Drawn from right side (cont'd)

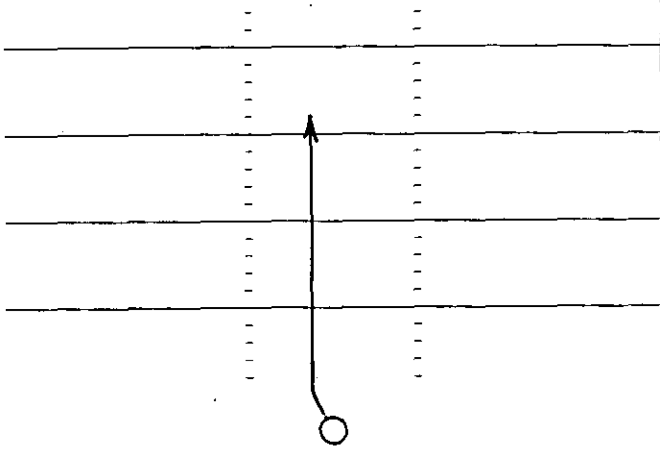
**ROUTE Y CORNER SPLIT (NORMAL)**




**ROUTE Y DRAG SPLIT (NORMAL)**

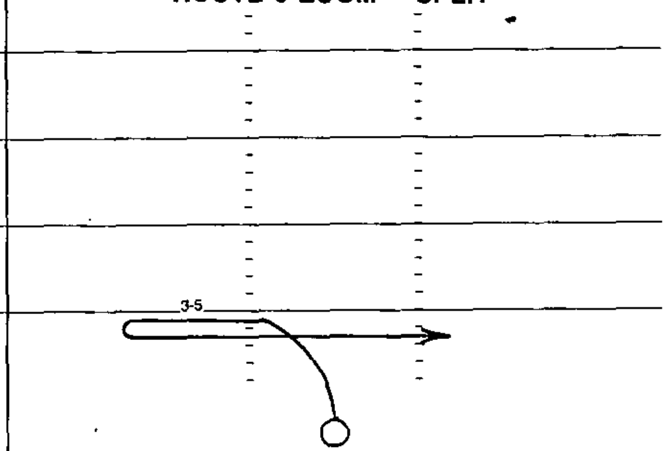



**ROUTE 9 SPLIT NORMAL**

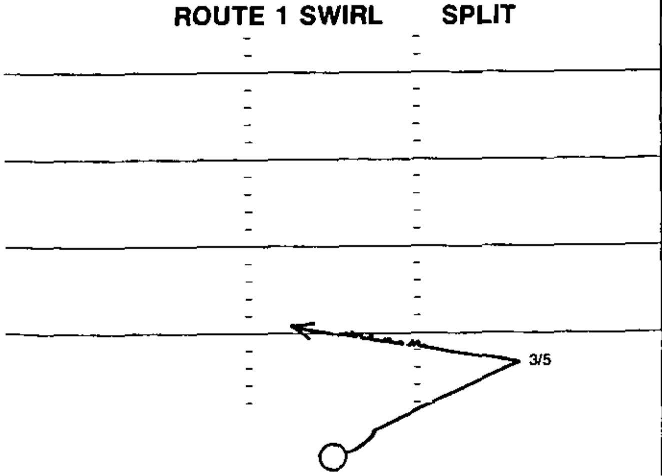


I.S. RELEASE-CLEAR

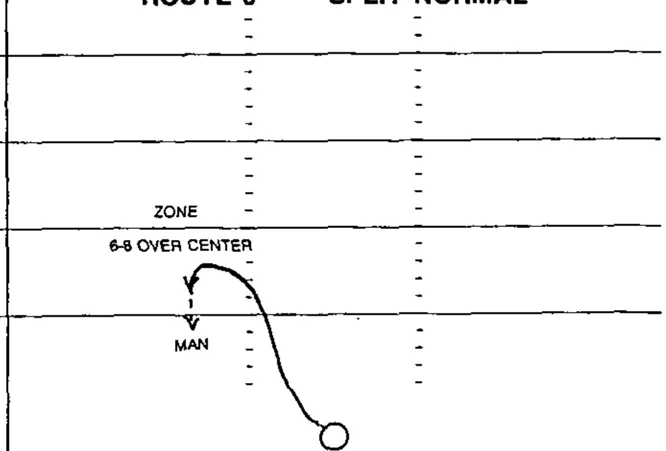
**ROUTE 0 ZOOM SPLIT**




**ROUTE 1 SWIRL SPLIT**



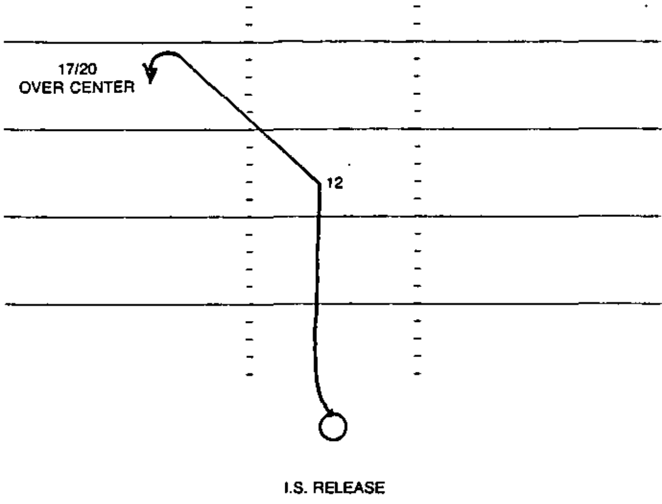

**ROUTE 0 SPLIT NORMAL**



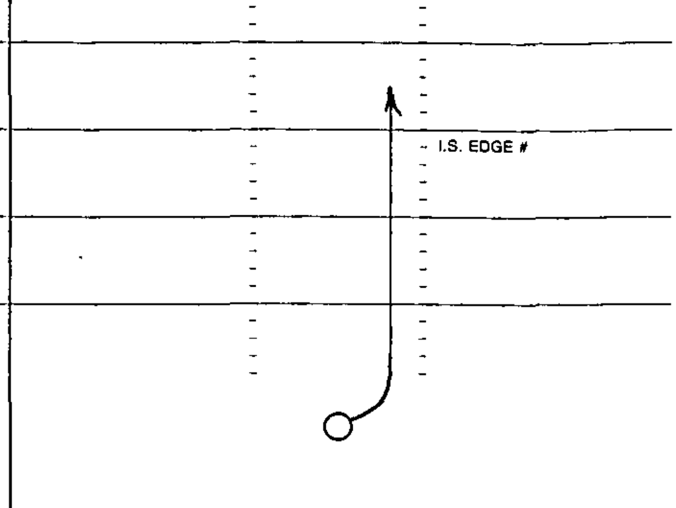

I.S. RELEASE

# ROUTES/TIGHT ENDS – Drawn from right side (cont'd)

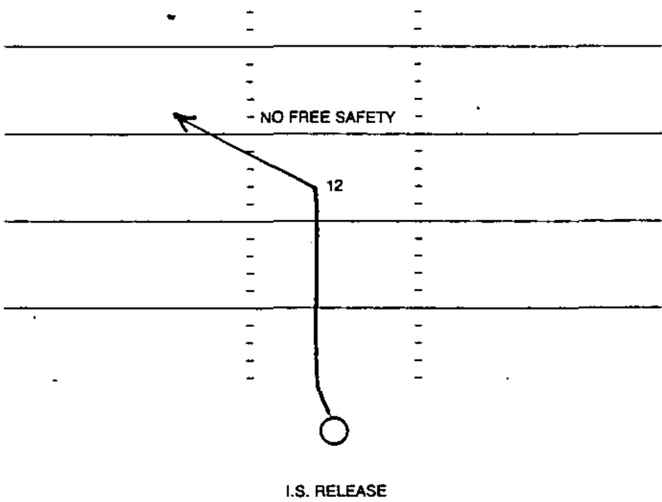
## ROUTE 8 (ISO) SPLIT NORMAL



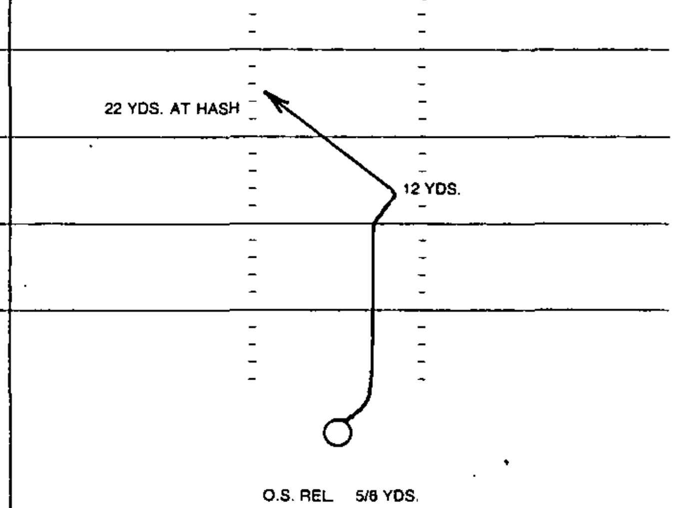

## ROUTE 8 (OUTSIDE) SPLIT NORMAL



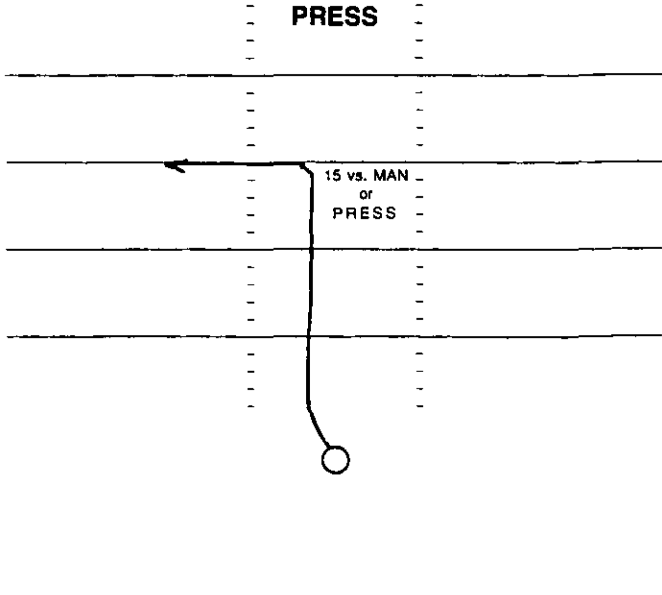

## CLOUD COV. 8



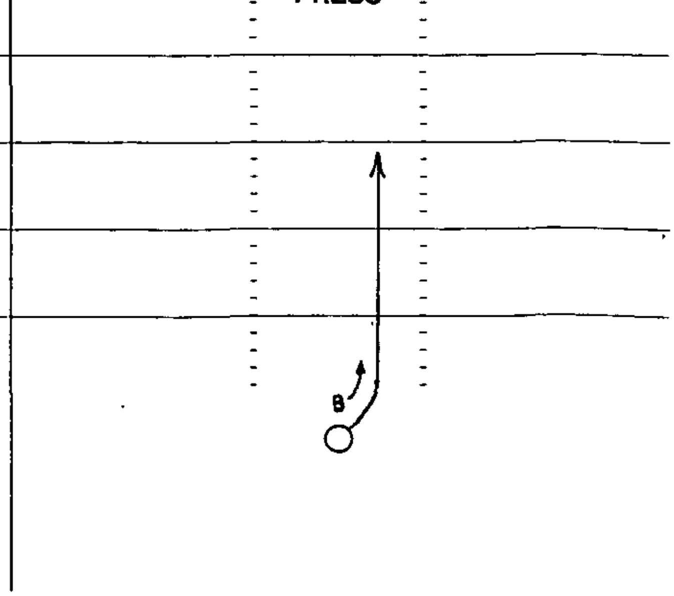

## CLOUD COV. 8

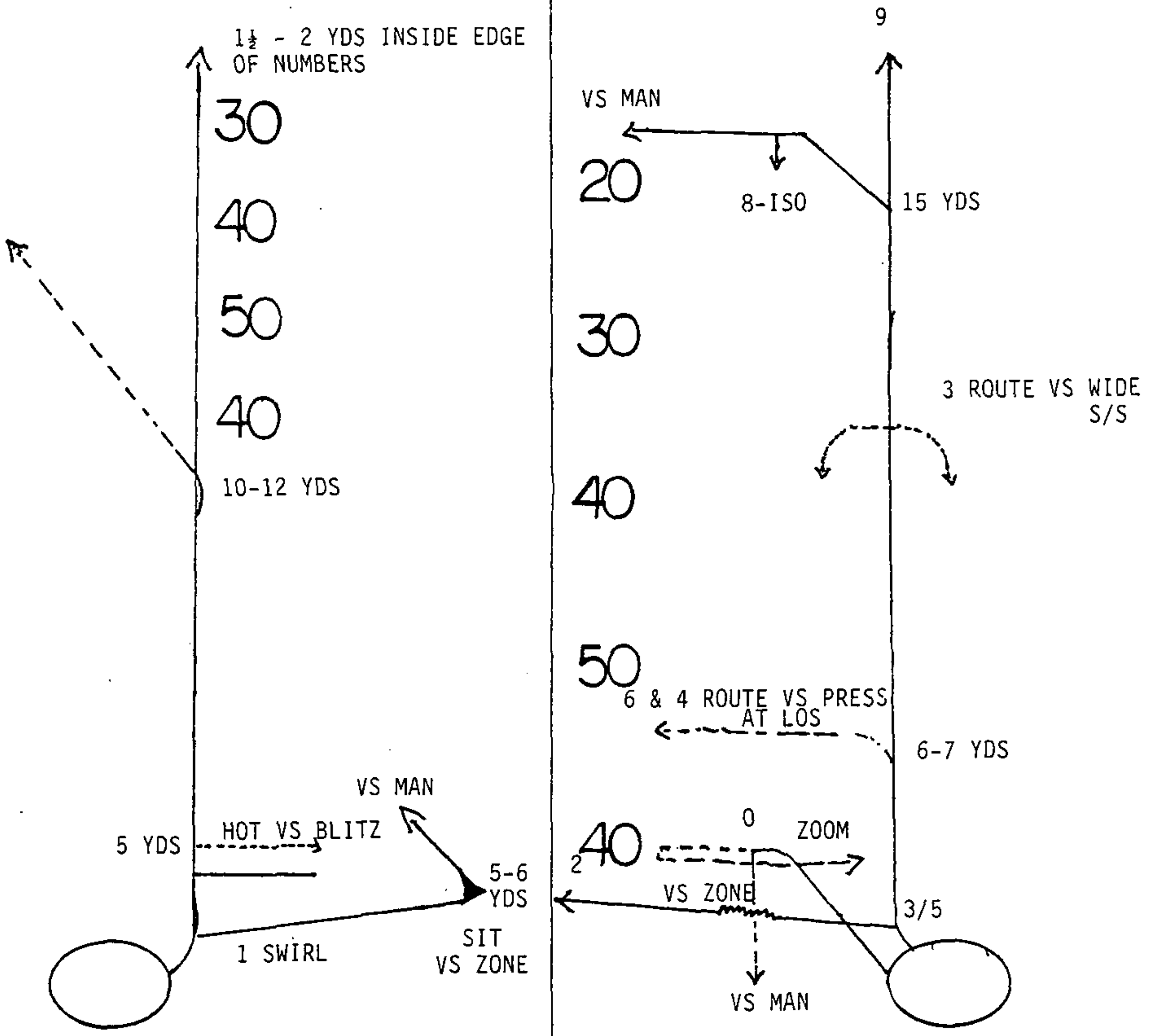



## PRESS

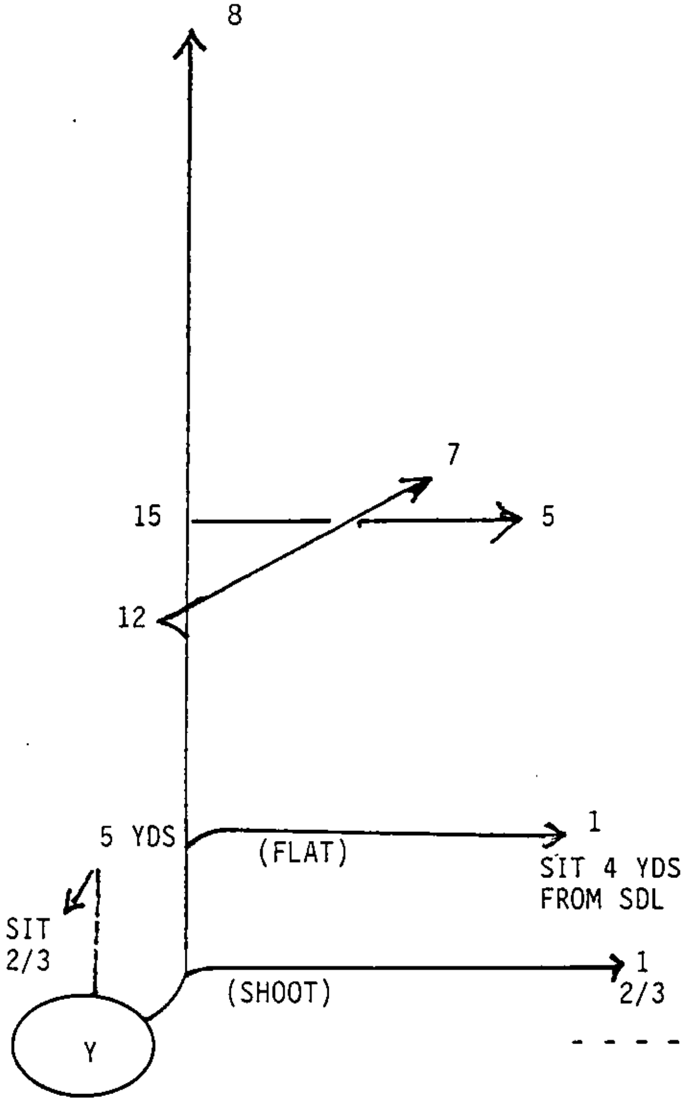



## PRESS

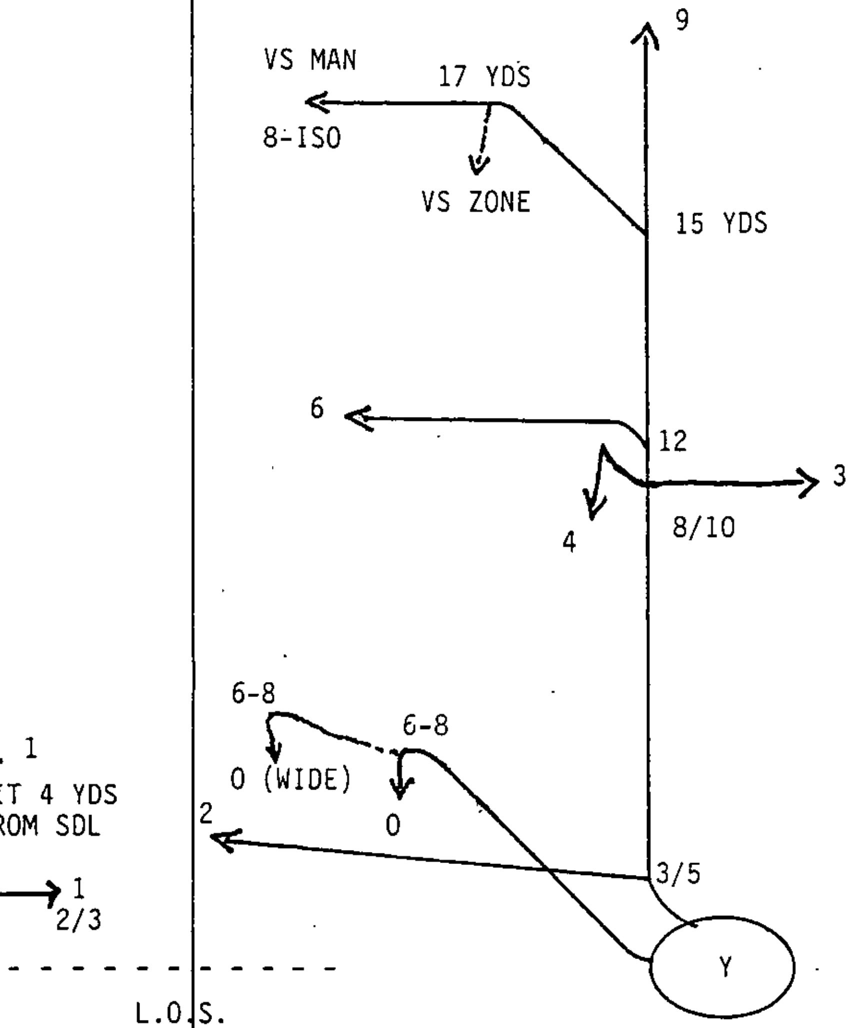



1½ - 2 YDS INSIDE EDGE OF NUMBERS
30
40
50
40
10-12 YDS
5 YDS
HOT VS BLITZ
VS MAN
5-6 YDS
1 SWIRL
SIT VS ZONE
9
VS MAN
20
8-ISO
15 YDS
30
3 ROUTE VS WIDE S/S
40
50
6 & 4 ROUTE VS PRESS AT LOS
6-7 YDS
0
ZOOM
2
40
VS ZONE
3/5
VS MAN

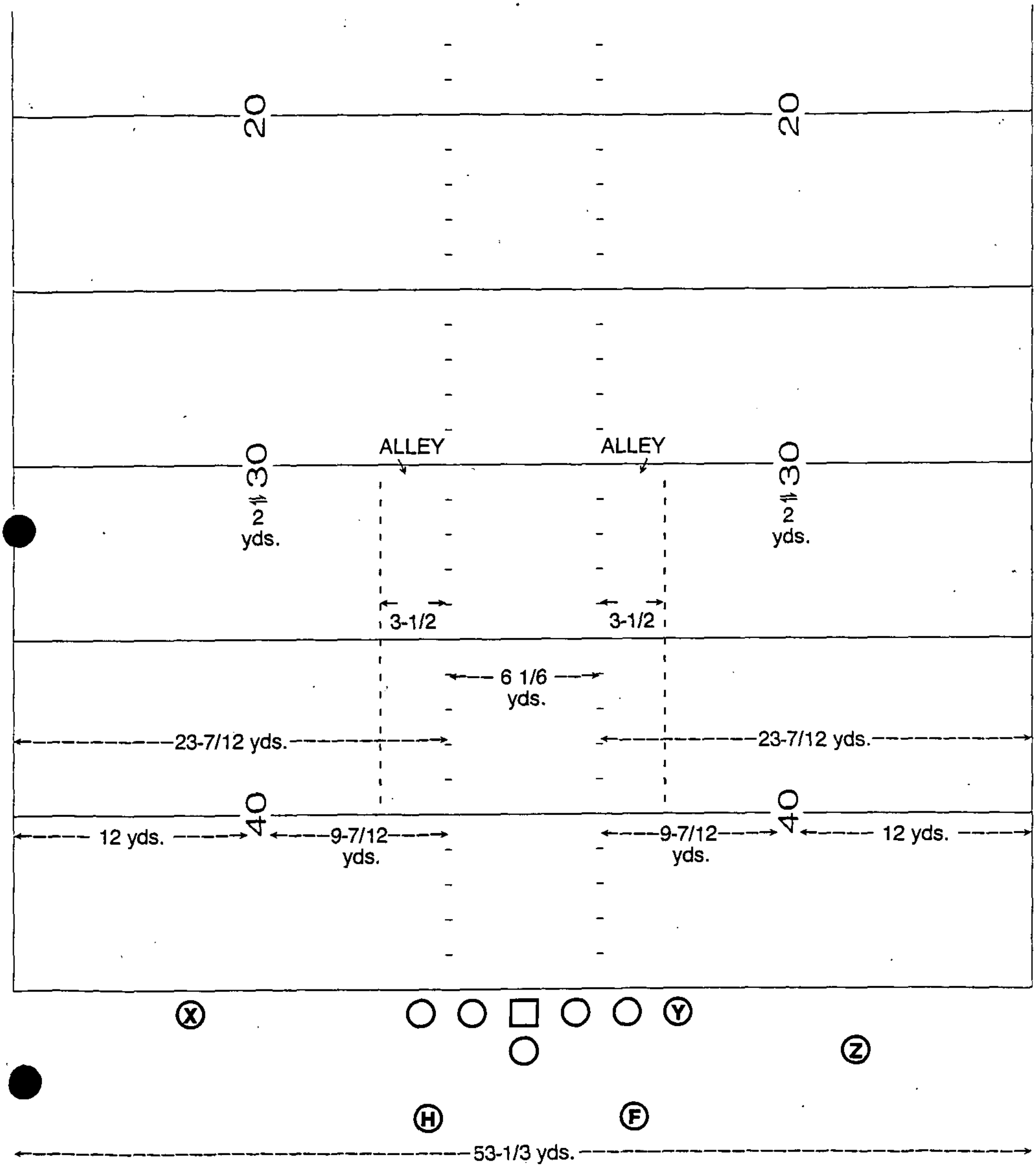
## OUTSIDE RELEASE TREE



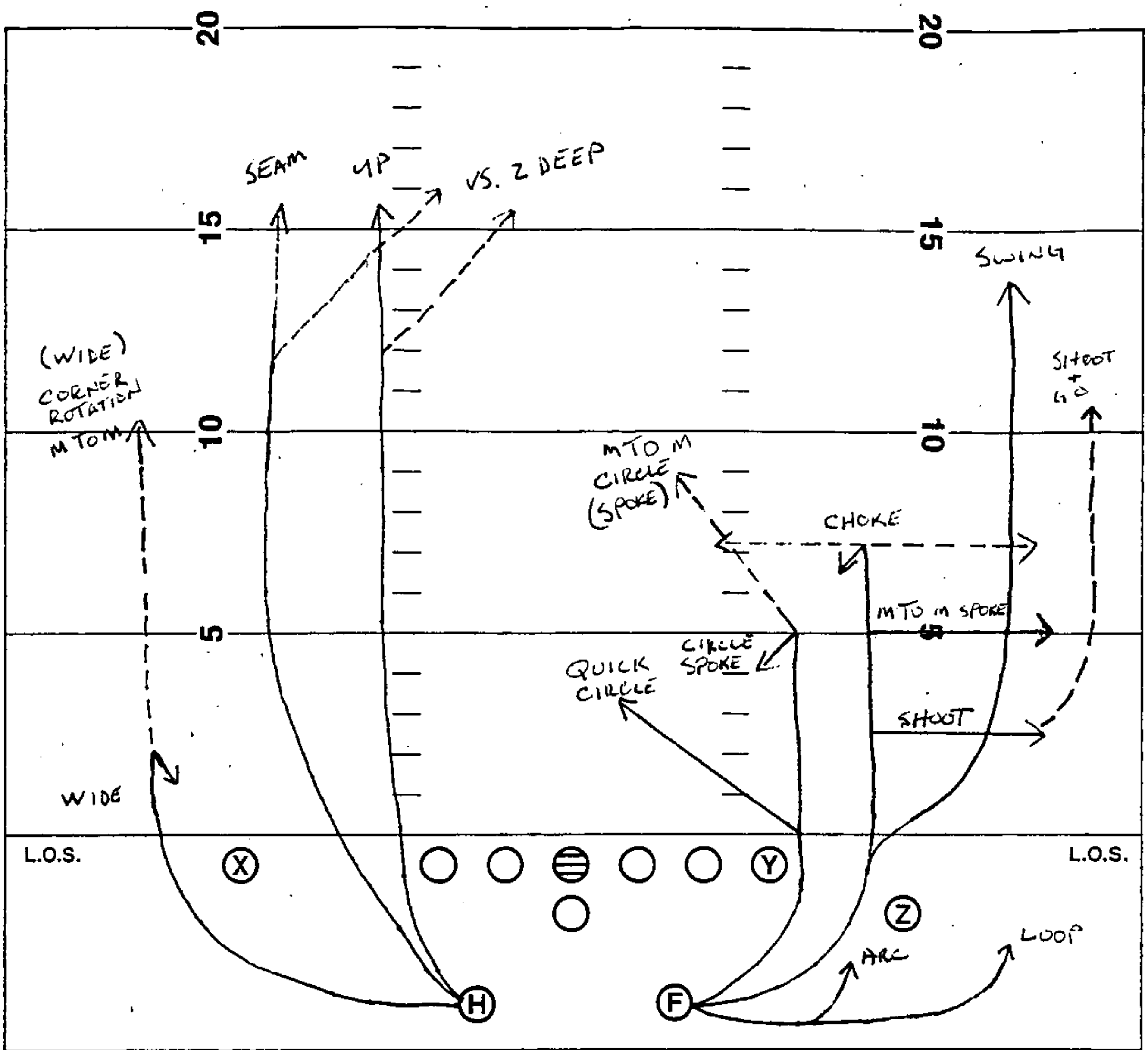

## INSIDE RELEASE TREE



## DESIGNATION OF ALLEY AND NUMBERS



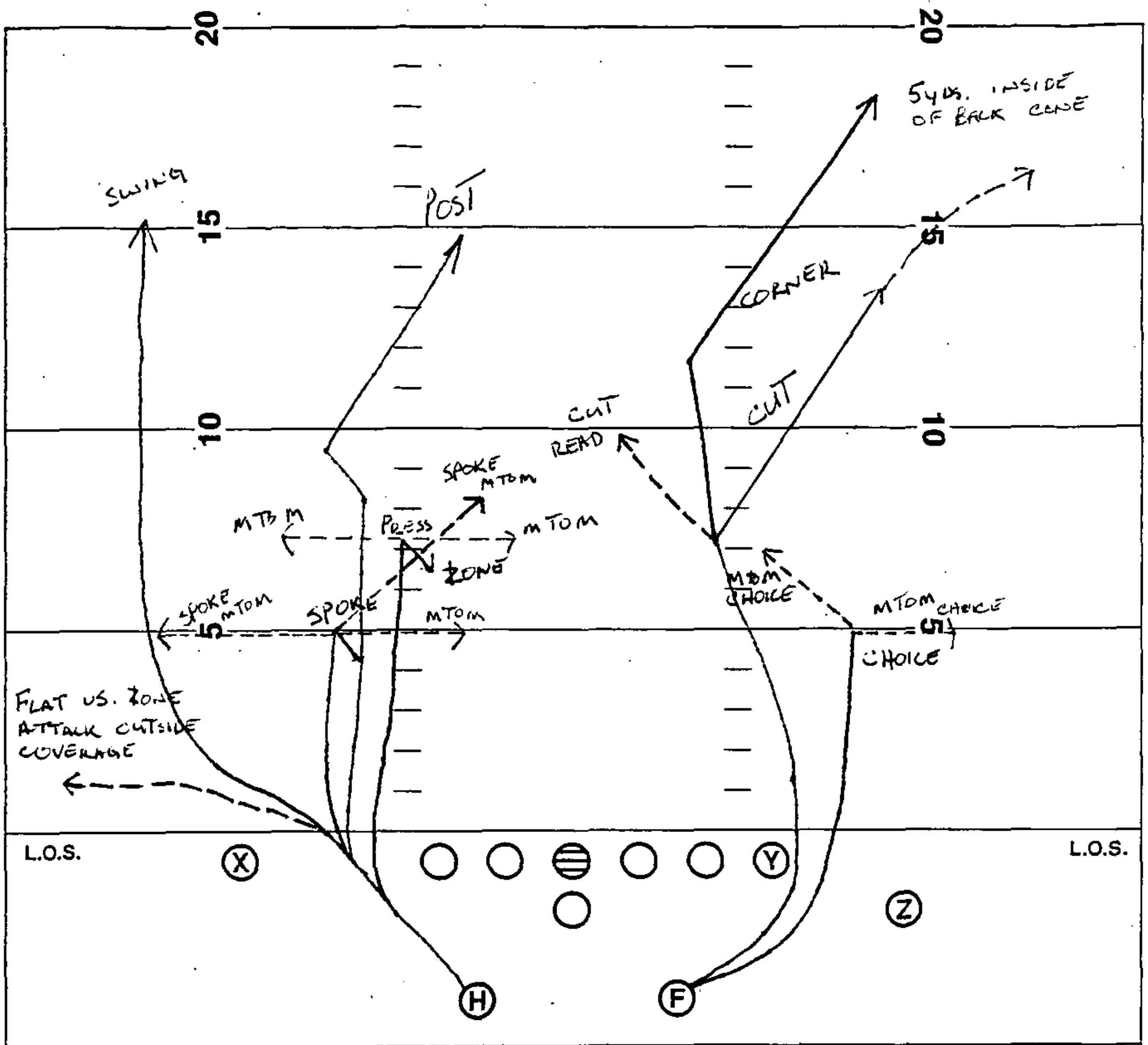
# BACKFIELD ROUTES




**NOTES**

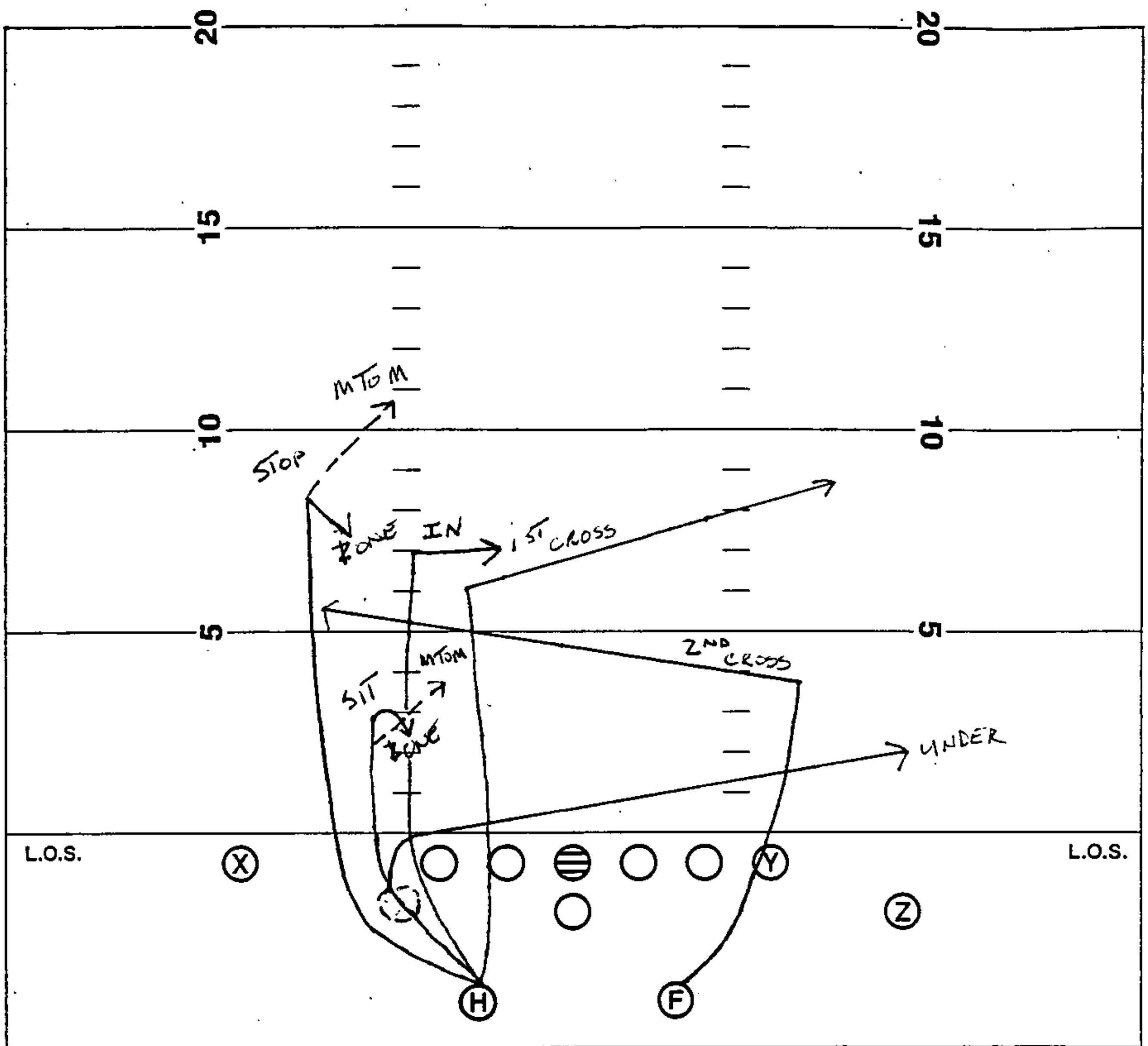
**ROUTE ADJUSTMENTS**

## BACKFIELD ROUTES




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | |

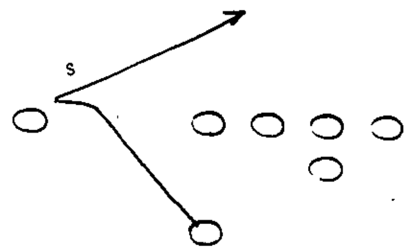
# BACKFIELD ROUTES



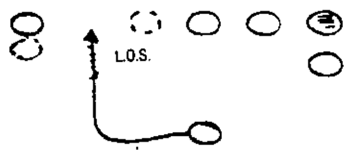

**NOTES**

**ROUTE ADJUSTMENTS**

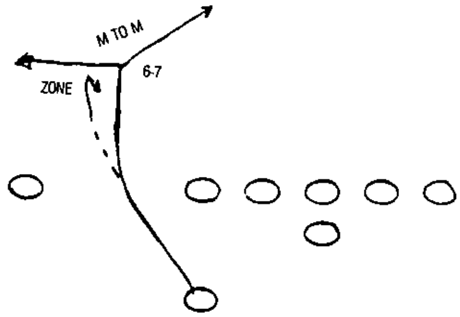
## ANGLE



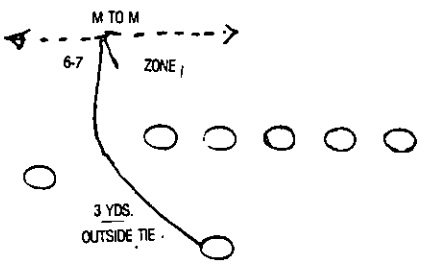

## ARC



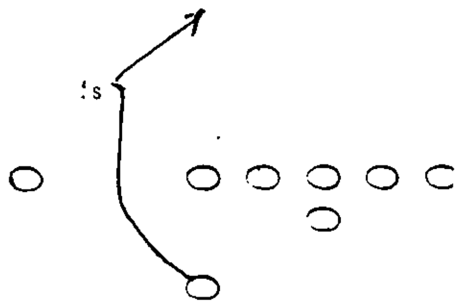

## CHOICE



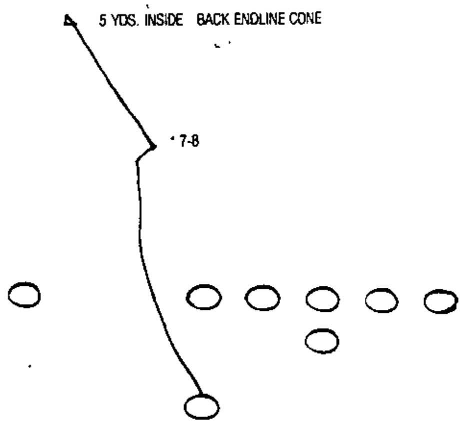

## CHOKE



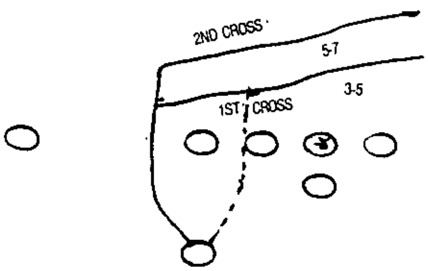

## CIRCLE



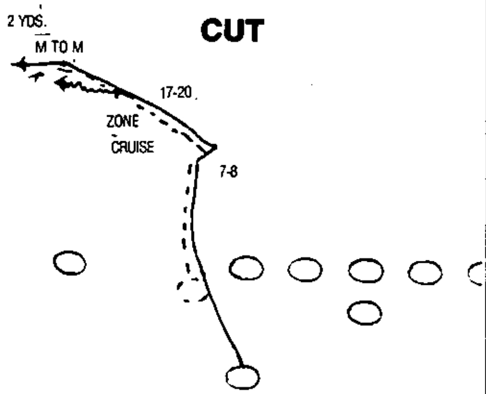

## CORNER



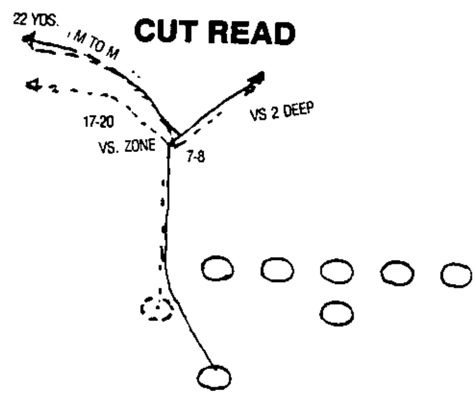

## CROSS




## CUT



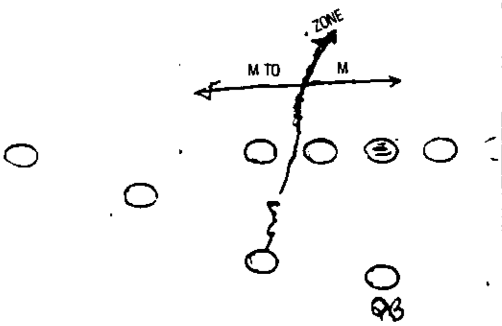

## CUT READ



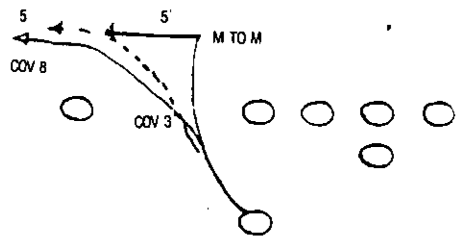

CUT VS. SAFETY IN MIDDLE
POST VS. SAFETY OUTSIDE - 2 DEEP

# DELAY TO QUICK CIRCLE

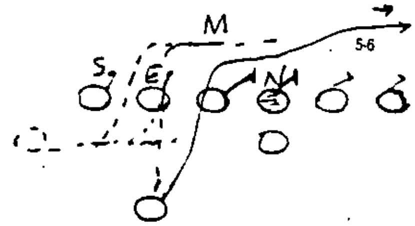
## DELAY




## FLAT

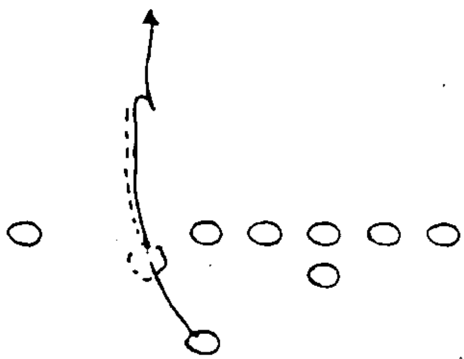



## HIDE

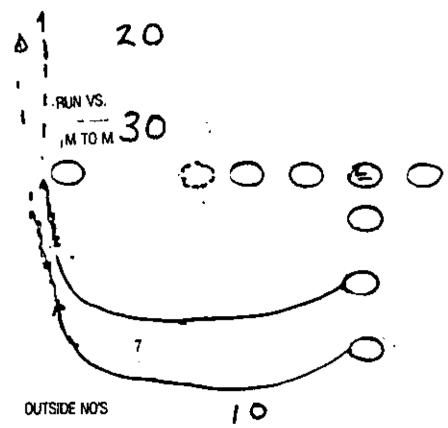



FIND HOLE BASED ON
FRONT AND PROTECTION

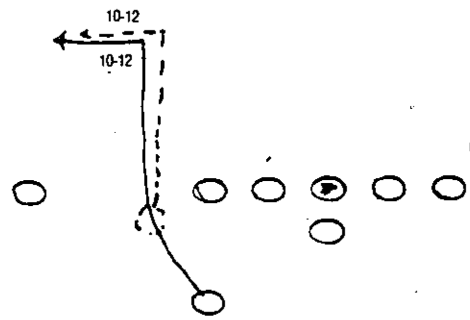
## HOOK AND GO



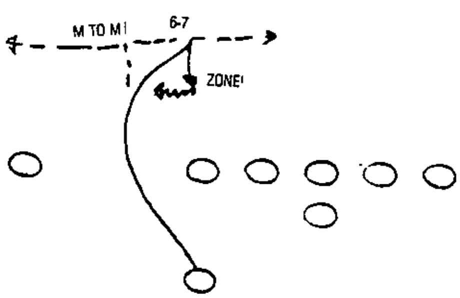
## LOOP




## OUT

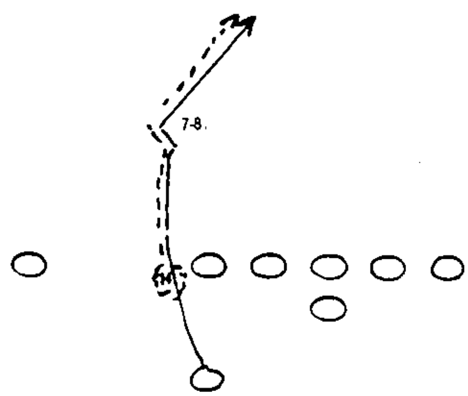



## PRESS

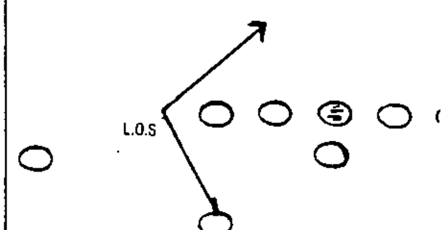



S ZONE - SIT 6-7 YDS DEEP
IN FRONT OF TACKLE-
HALF WAY BETWEEN NO'S AND HASH

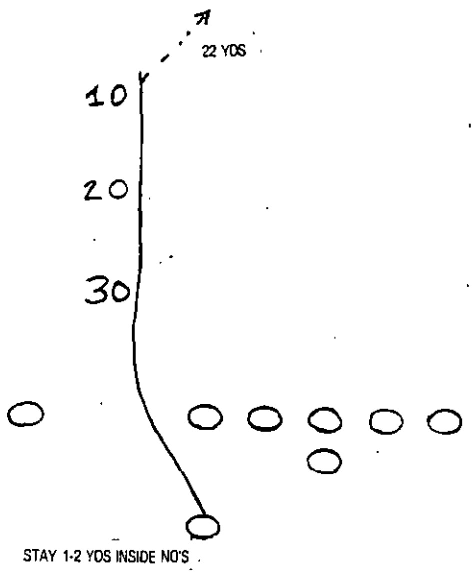
## POST



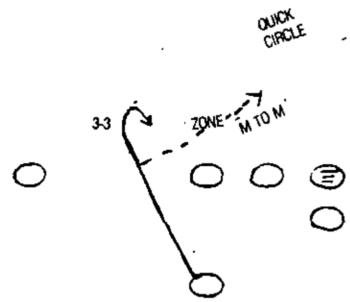

## QUICK CIRCLE



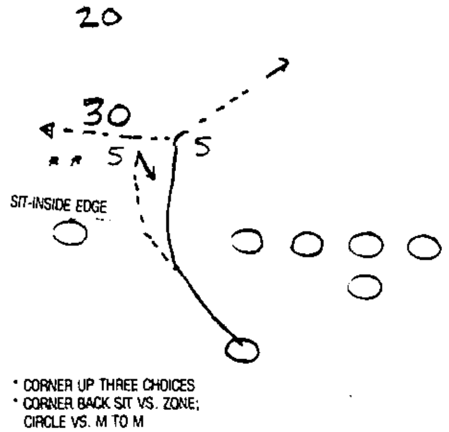
## SEAM



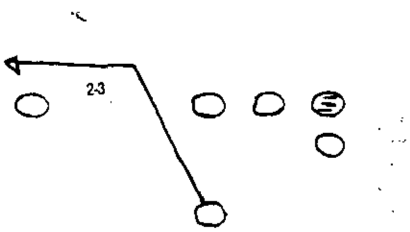

## SIT



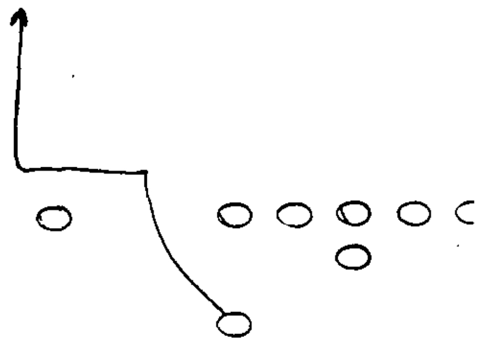

## SPOKE



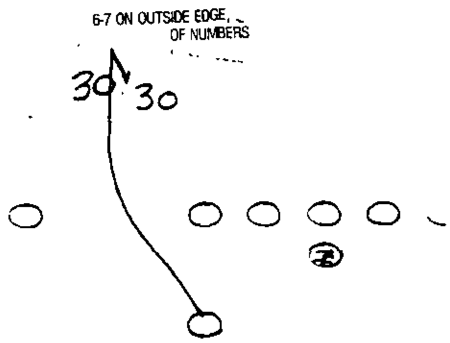

## SHOOT



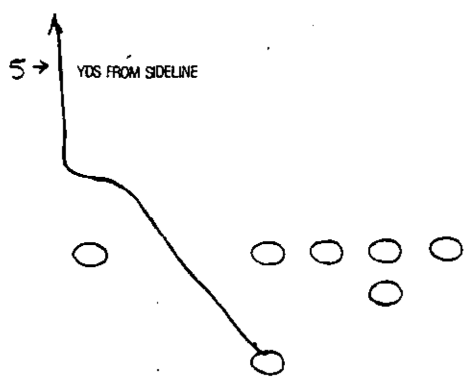

## SHOOT AND GO



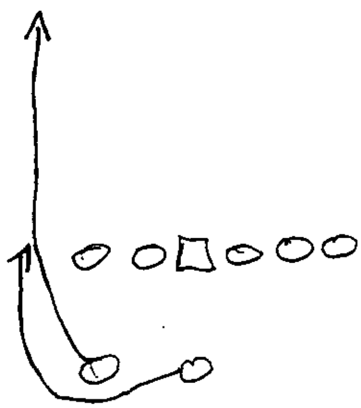
## STOP



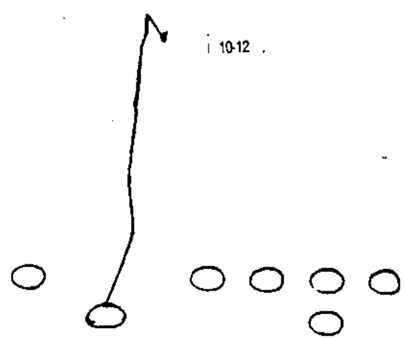

## SWING



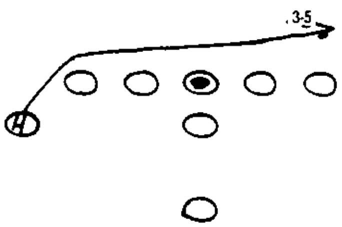

## TRAIL



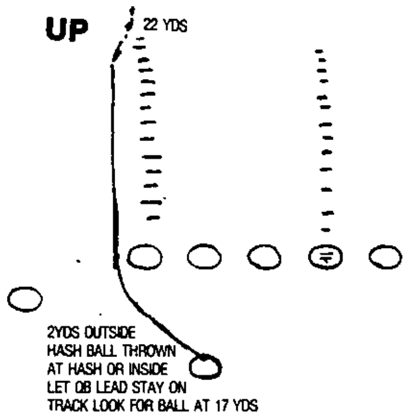
## TURN IN



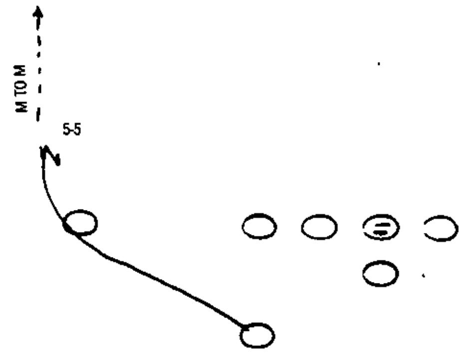
UNDER




UP




WIDE

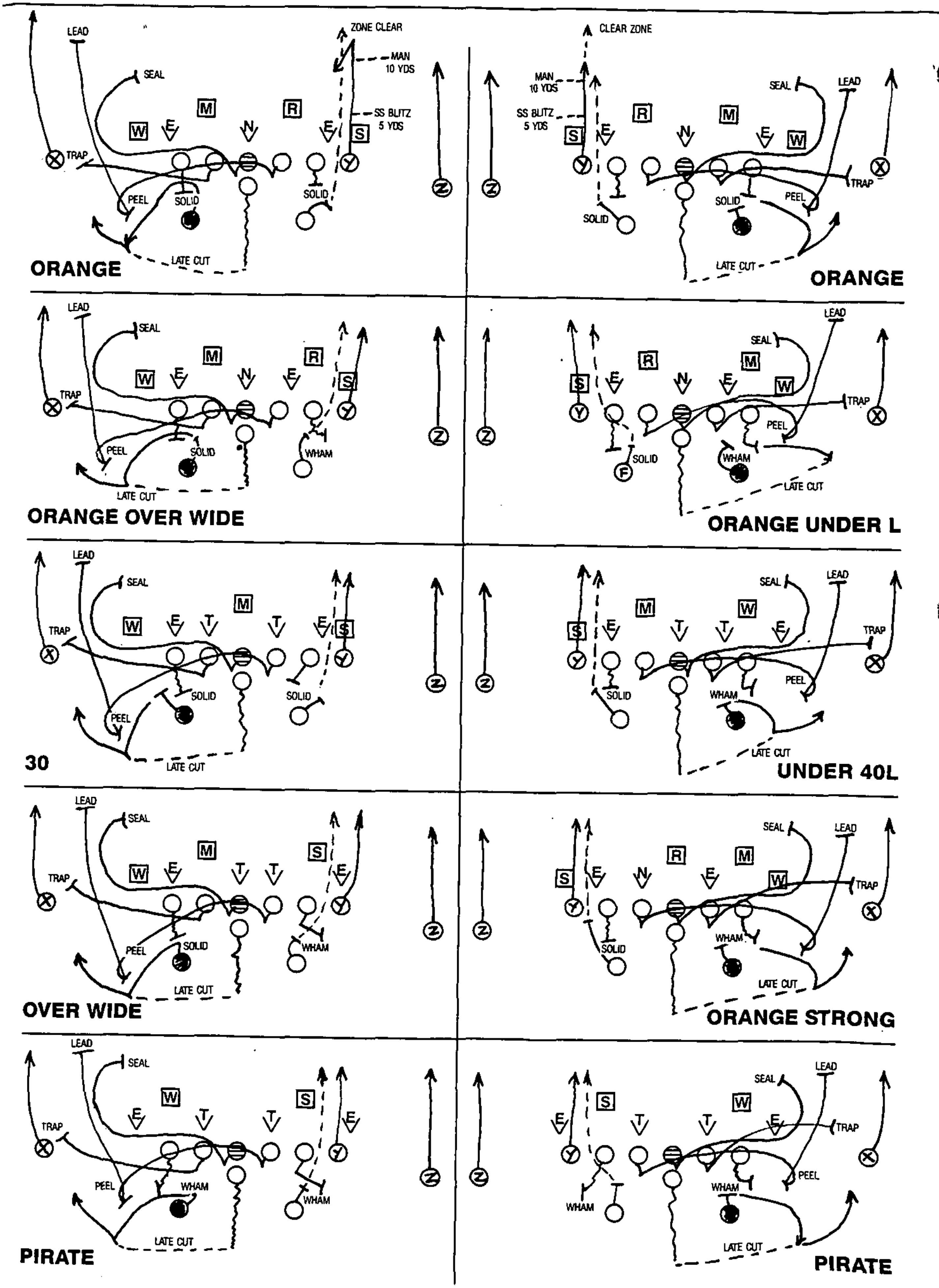


THE LOS ANGELES RAIDERS

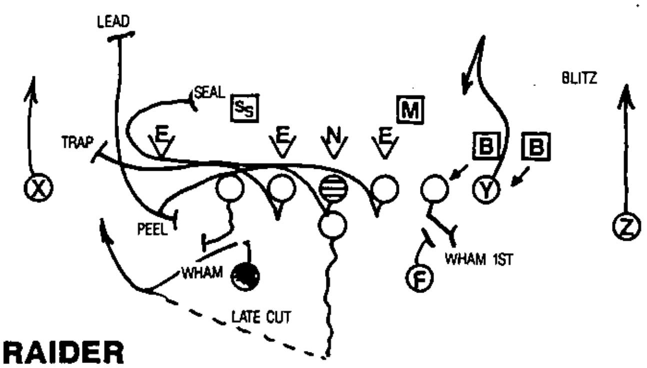
# SCREENS

SCREEN LT/RT (TE RUN 4 ROUTE)
MIDDLE SCREEN 0/1
SCREEN RT/LT (TE RUN 4 ROUTE)
SHOVEL PASS LT/RT
ROLL RT 18 BOB ODD "O" SCREEN LT TO FB (Y)

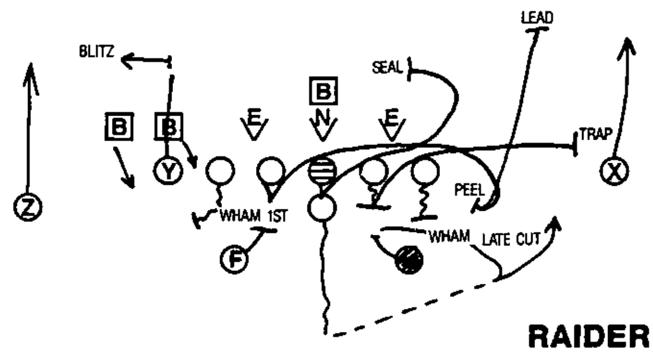
# SCREEN LT/RT (TE RUN 4 ROUTE)



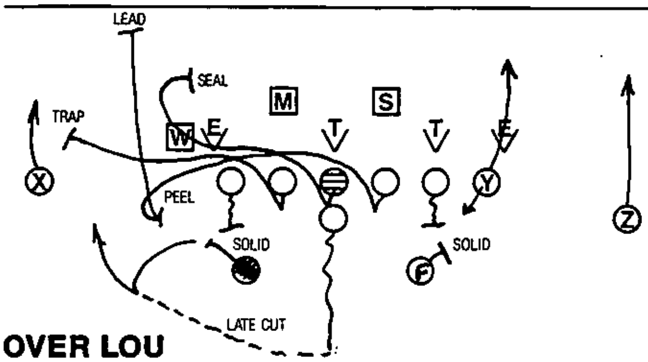
# SCREEN LT/RT (TE RUN 4 ROUTE)



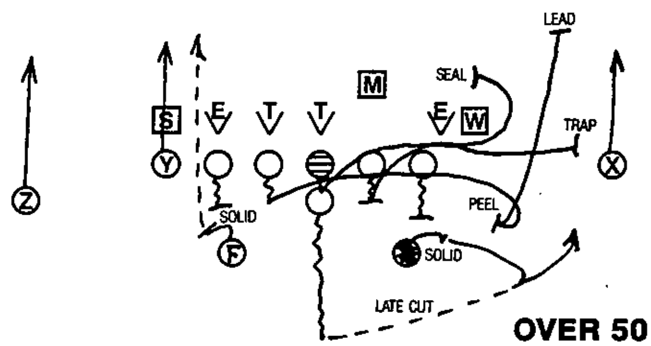

**RAIDER**



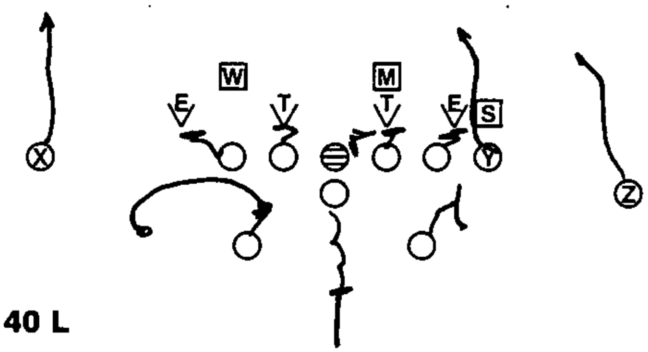

**RAIDER**




**OVER LOU**




**OVER 50**



**40 L**

**NOTES**



**NOTES**



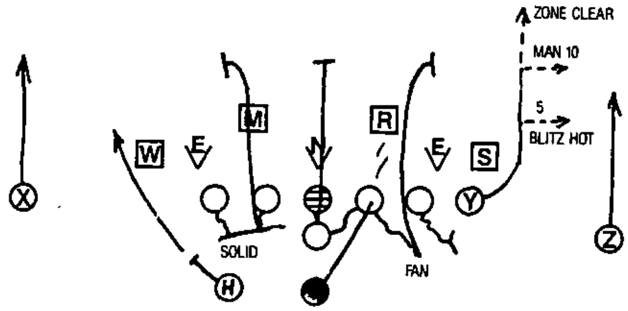
**NOTES**



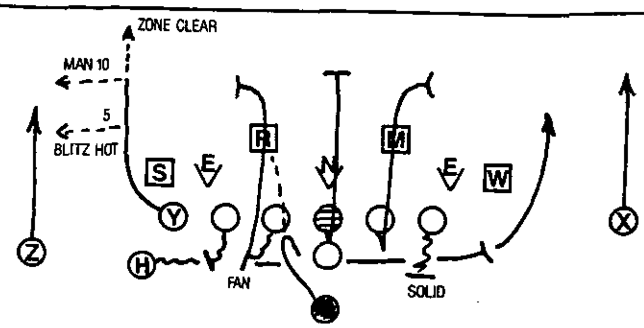
**REMARKS**

**REMARKS**

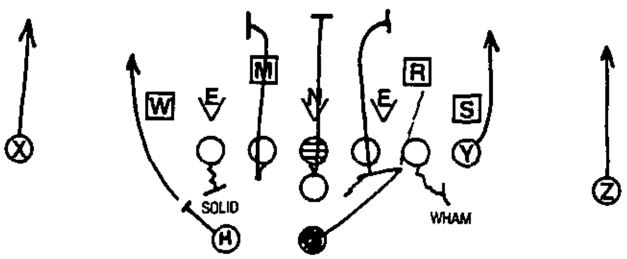
# MIDDLE SCREEN 0/1



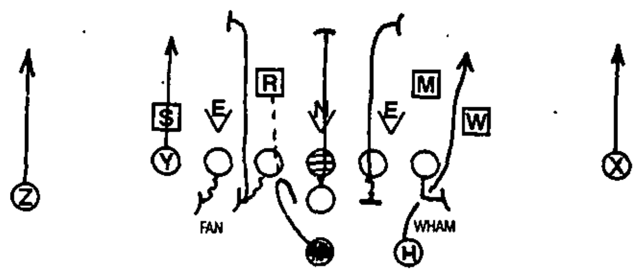

**ORANGE**



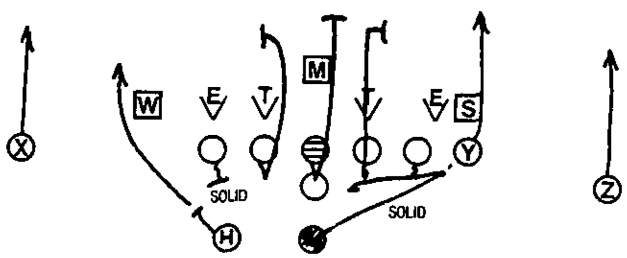

**ORANGE**



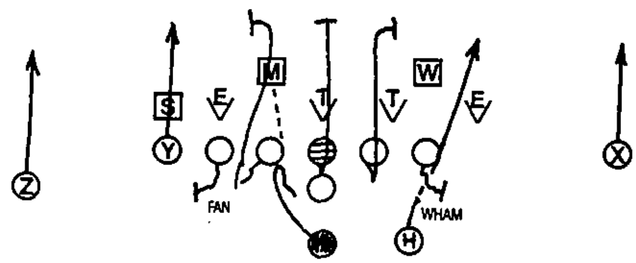

**ORANGE OVER WIDE**



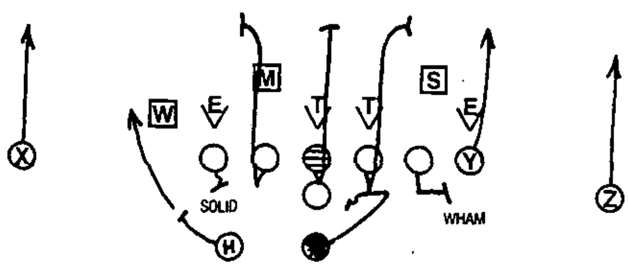

**ORANGE UNDER L**



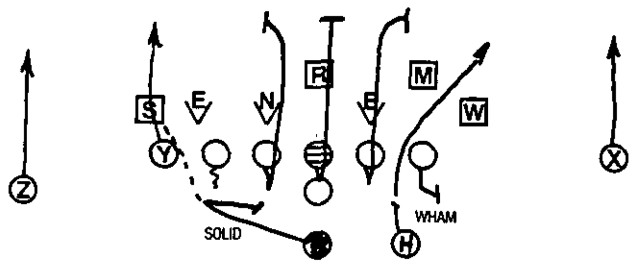

**30**



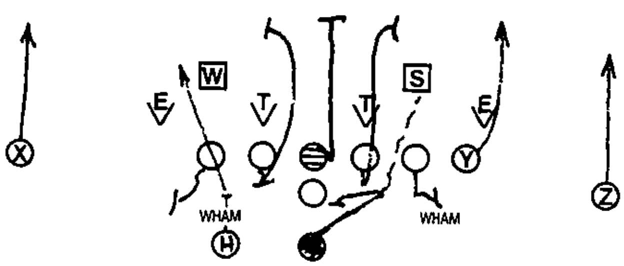

**UNDER 40L**



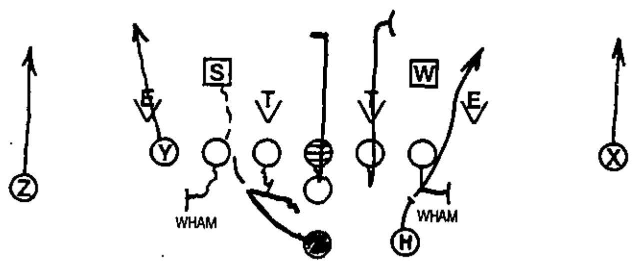

**OVER WIDE**




**ORANGE STRONG**

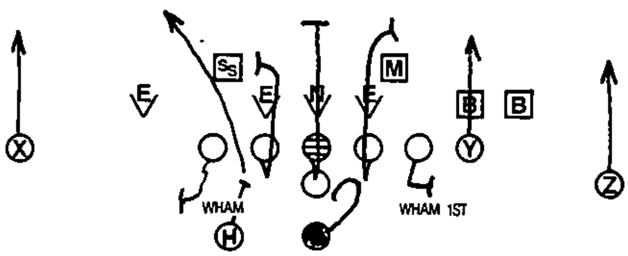



**PIRATE**

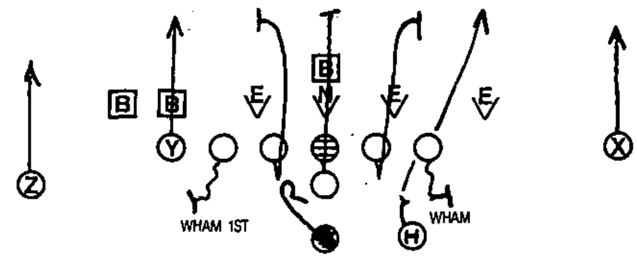



**PIRATE**

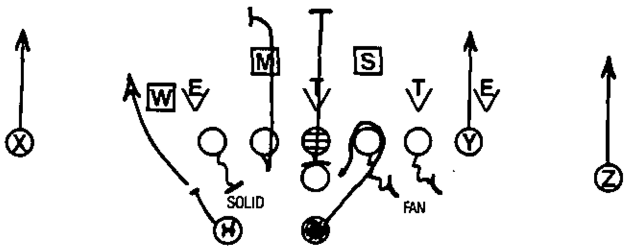
# MIDDLE SCREEN 0/1



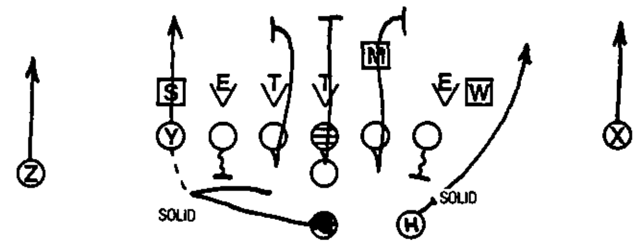

**RAIDER**



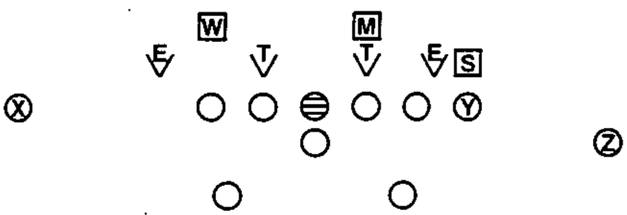

**RAIDER**




**OVER LOU**




**OVER 50**



**40 L**

**NOTES**



**NOTES**



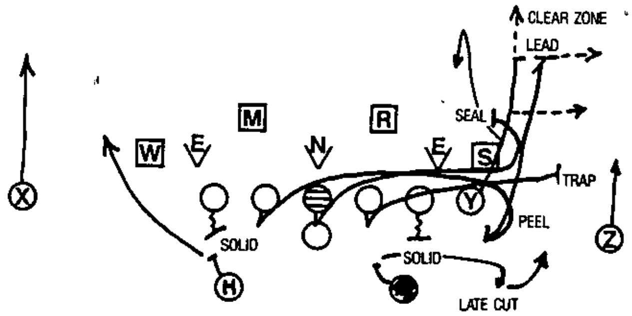
**NOTES**



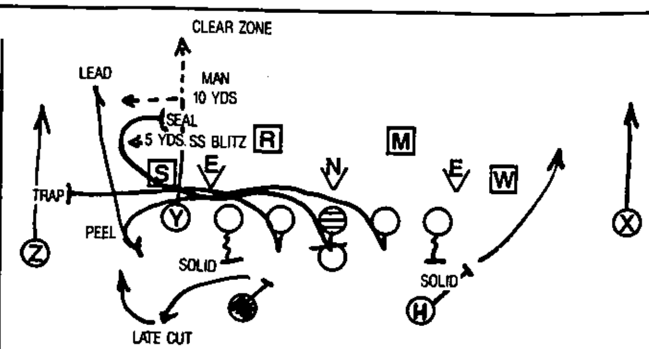
**REMARKS**

**REMARKS**

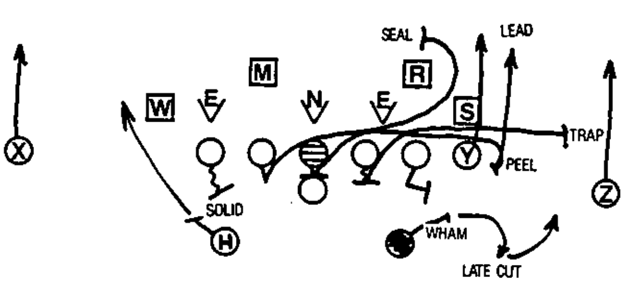
# SCREEN RT/LT (TE RUN 4 ROUTE)



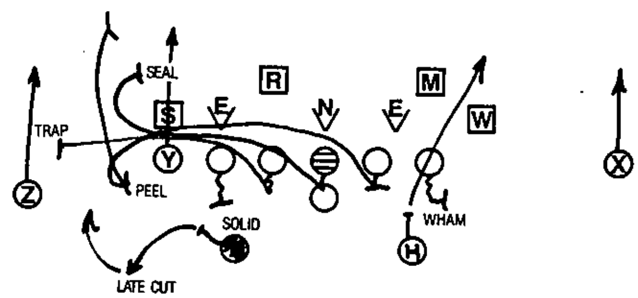

**ORANGE**



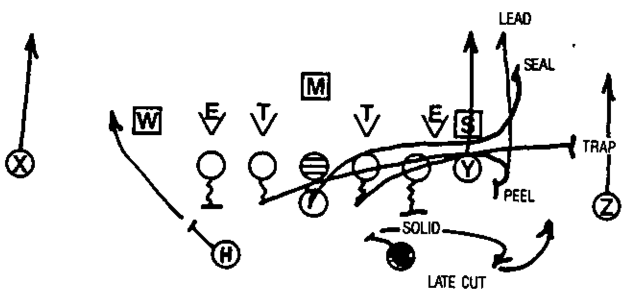

**ORANGE**



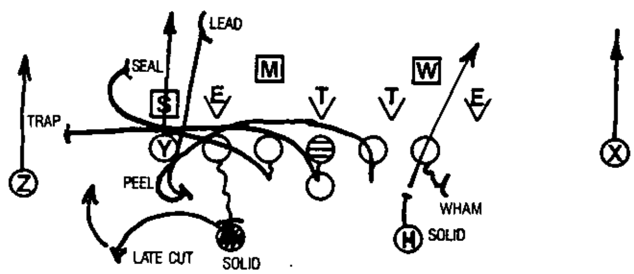

**ORANGE OVER WIDE**



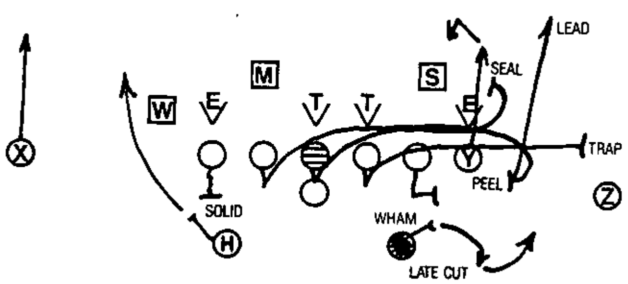

**ORANGE UNDER L**



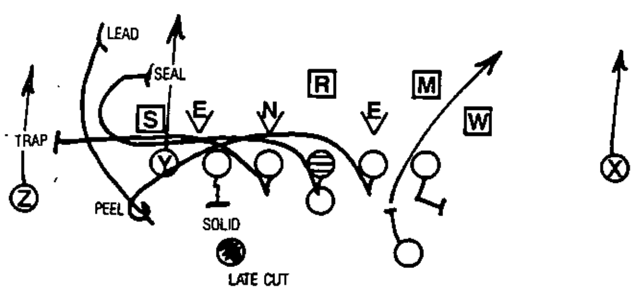

**30**



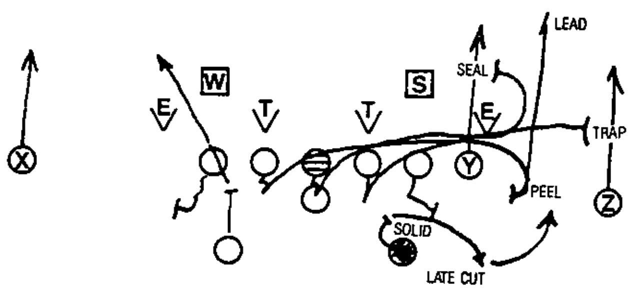

**UNDER 40L**



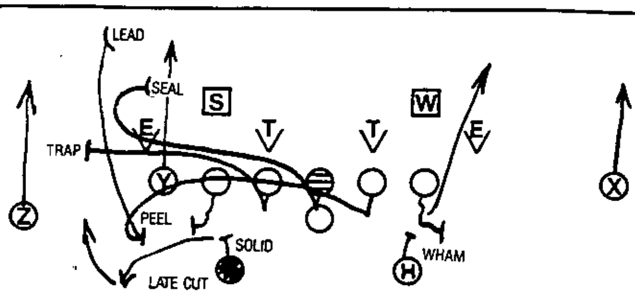

**OVER WIDE**




**ORANGE STRONG**

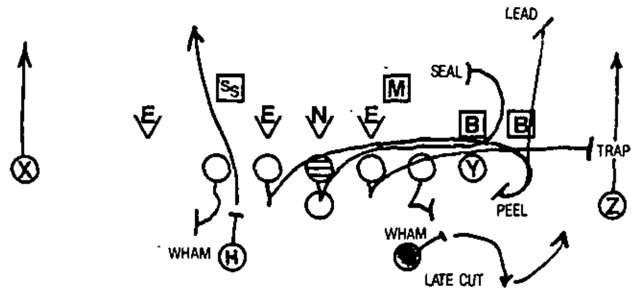



**PIRATE**

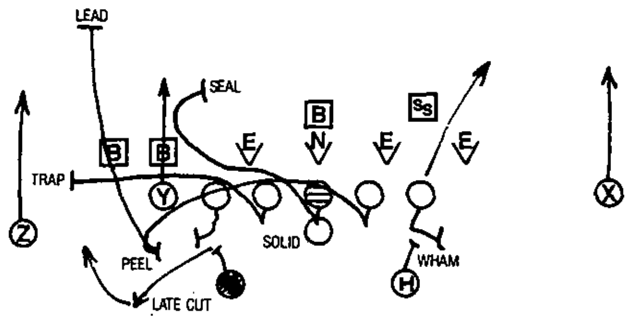



**PIRATE**

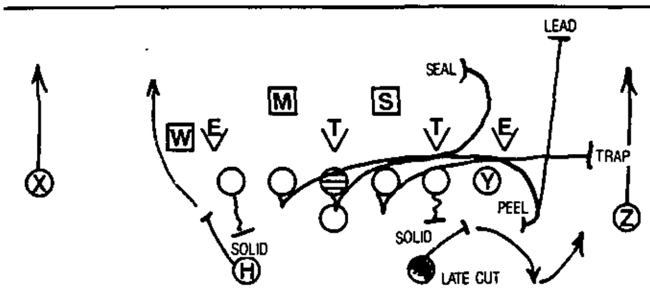
## SCREEN RT/LT (TE RUN 4 ROUTE)



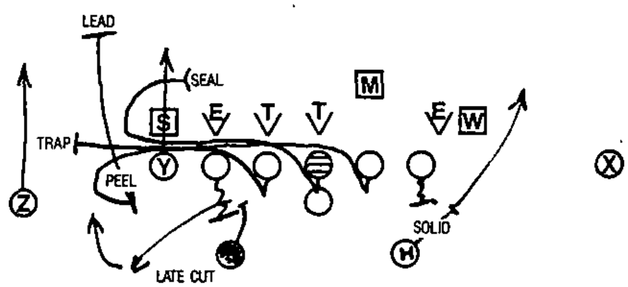

**RAIDER**



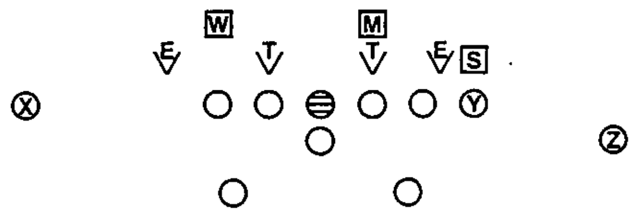

**RAIDER**




**OVER LOU**




**OVER 50**



**40 L**

**NOTES**



**NOTES**



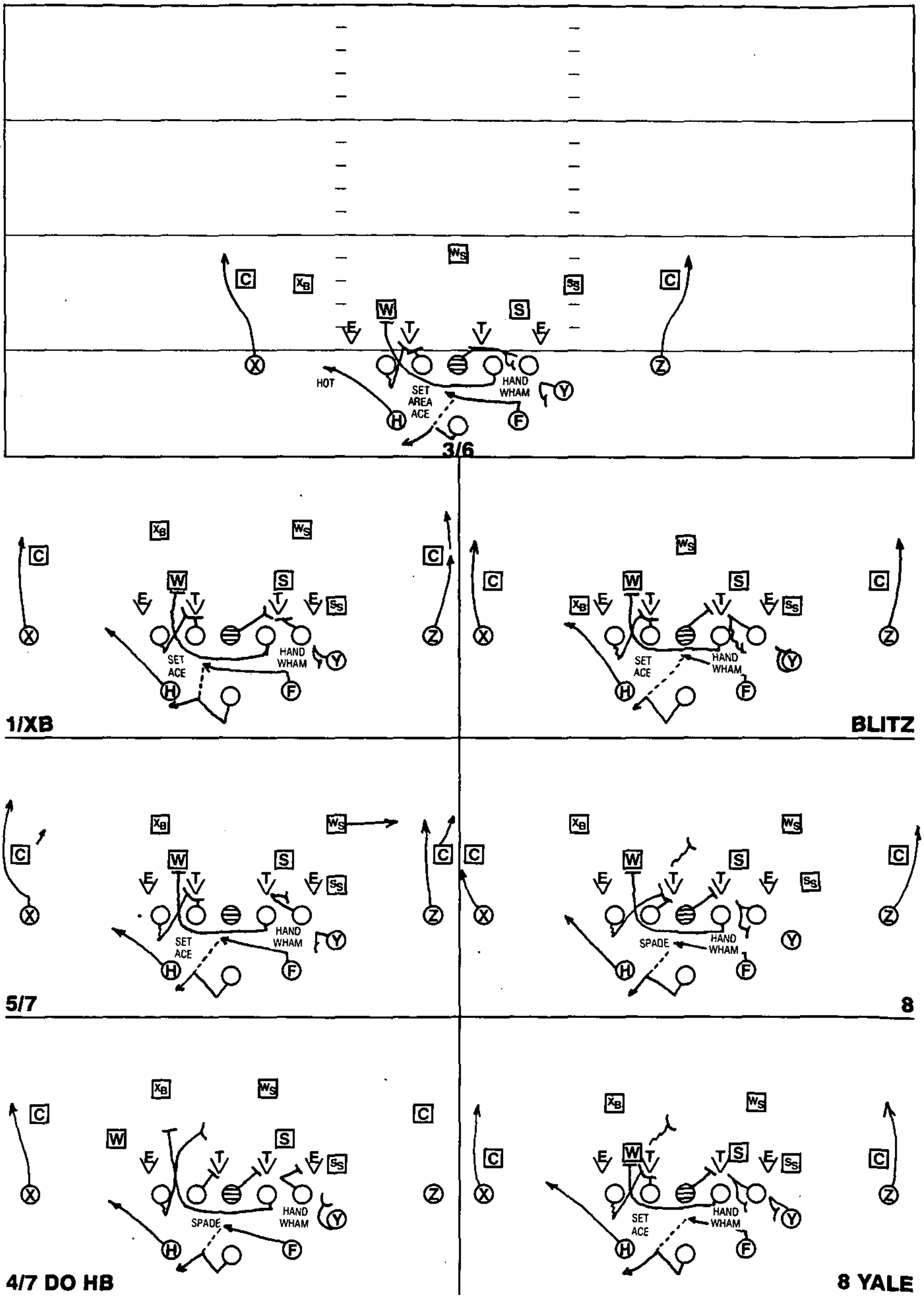
**NOTES**



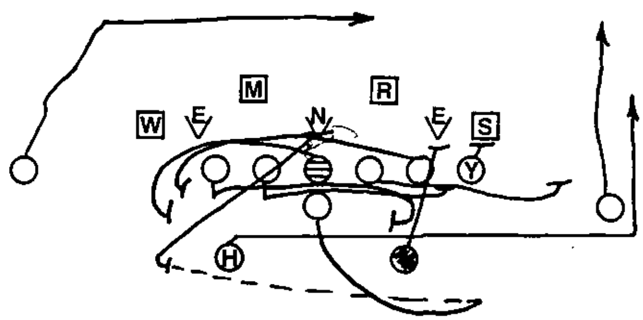
**REMARKS**

**REMARKS**

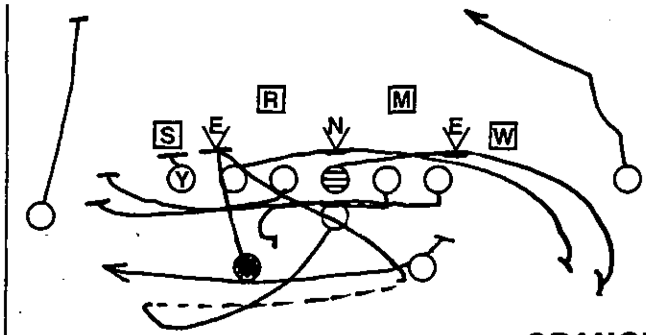
# SHOVEL PASS LT/RT



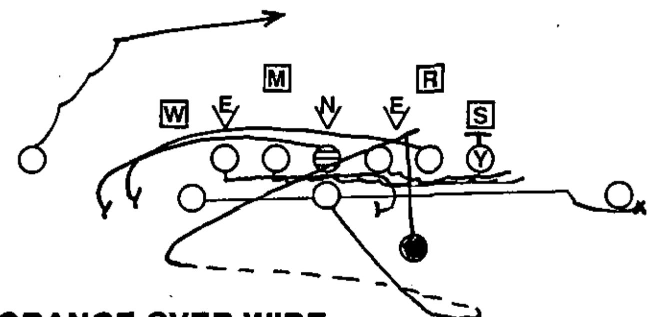
# ROLL RT 18 BOB ODD "O" SCREEN LT TO FB (Y)



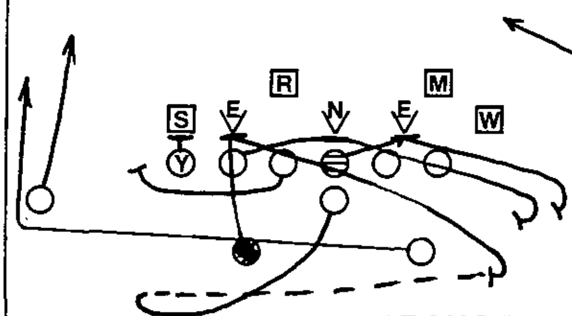

ORANGE



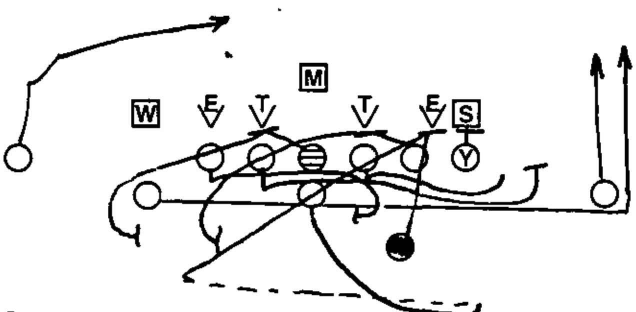

ORANGE



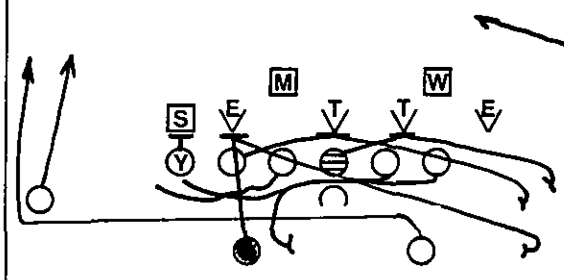

ORANGE OVER WIDE



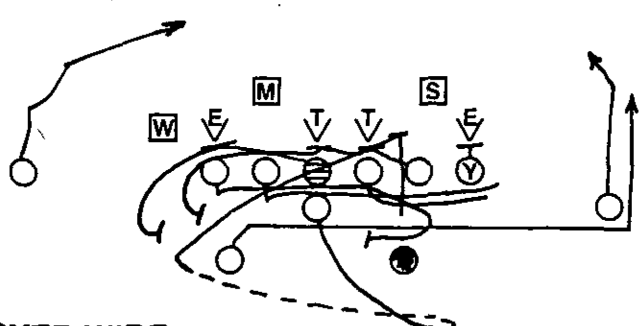

ORANGE UNDER L



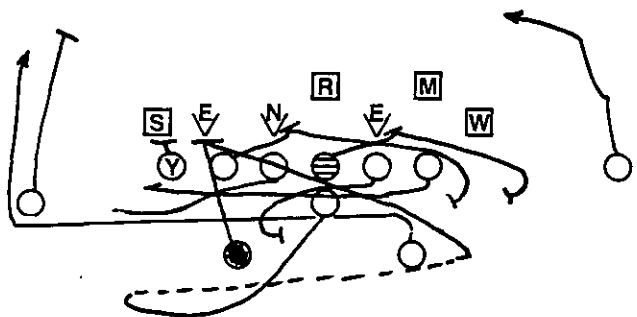

30



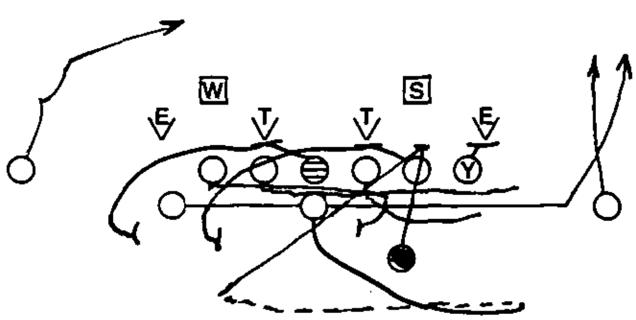

UNDER 40L



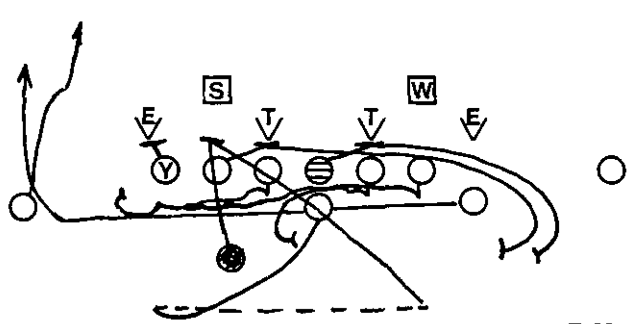

OVER WIDE




ORANGE STRONG

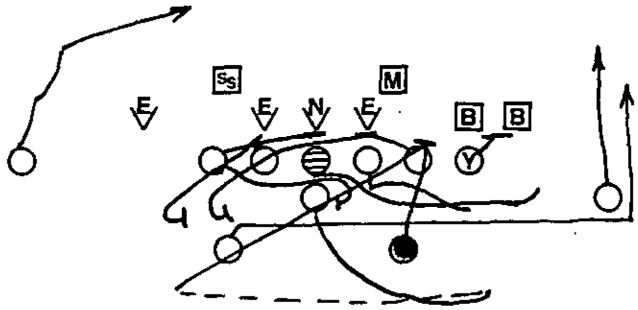



PIRATE

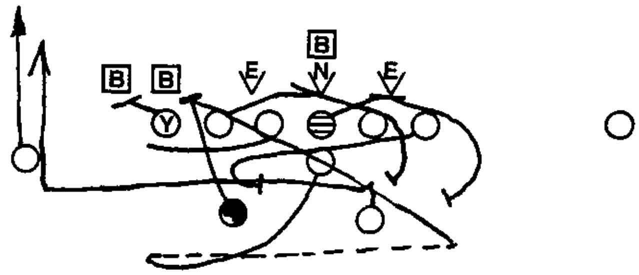



PIRATE

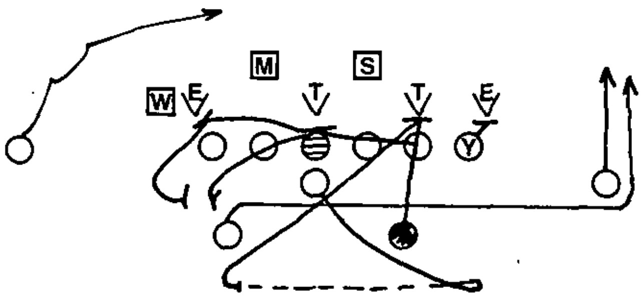
## ROLL RT 18 BOB ODD "O" SCREEN LT TO FB (Y)



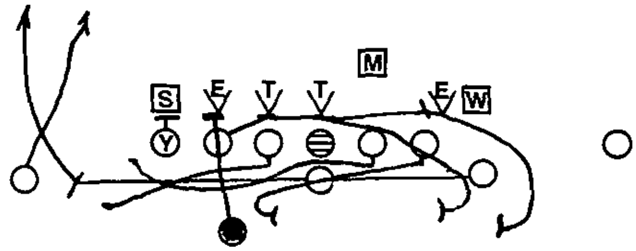
RAIDER



RAIDER

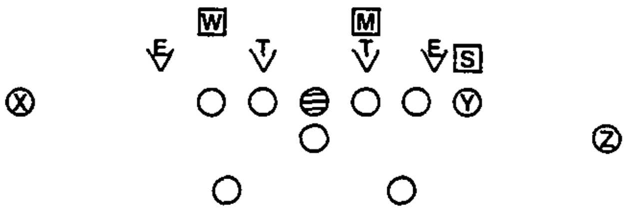


OVER LOU



OVER 50

NOTES



40 L



NOTES

NOTES





REMARKS

REMARKS

THE LOS ANGELES RAIDERS

DRAWS

F/H DRAW 3/2

ROLL DRAW 3/2

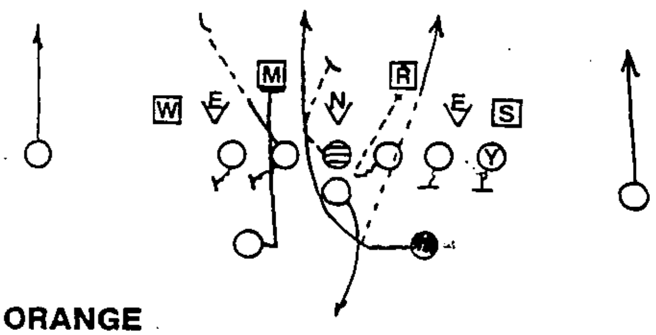
SPRINT DRAW SOLID LT

SPRINT DRAW 5/4

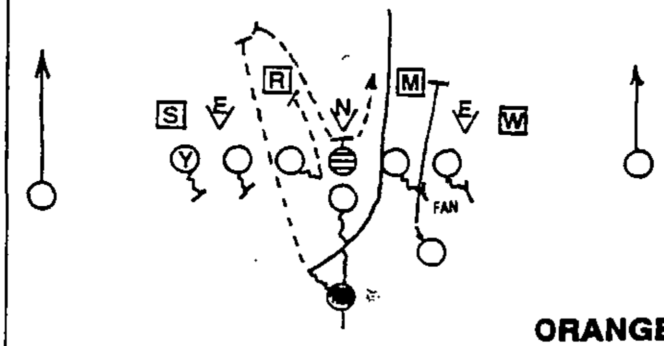
DRAW SOLID RT/LT

B DRAW LT/RT

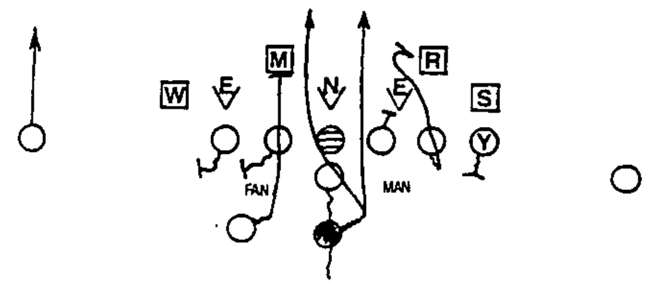
ROLL RT 18 BOB ODD "O" SHIT SCREEN LT



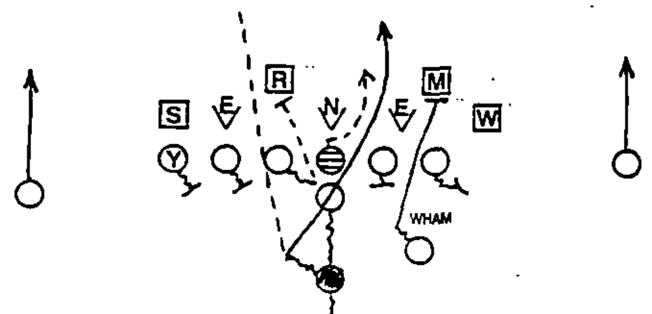

ORANGE



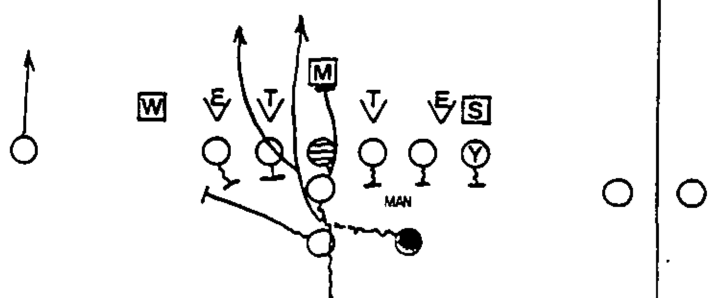

ORANGE



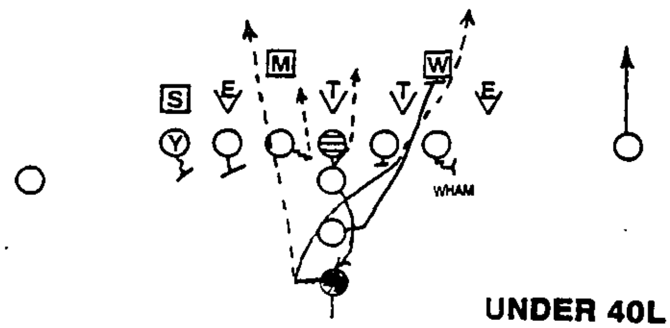

ORANGE OVER WIDE



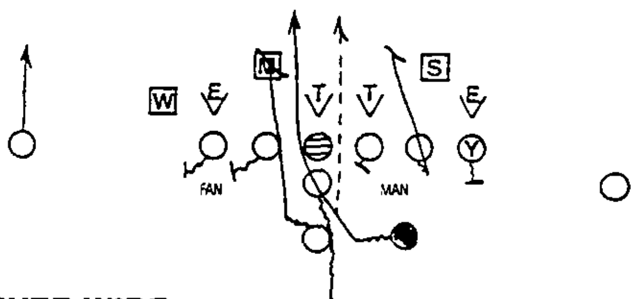

ORANGE UNDER L



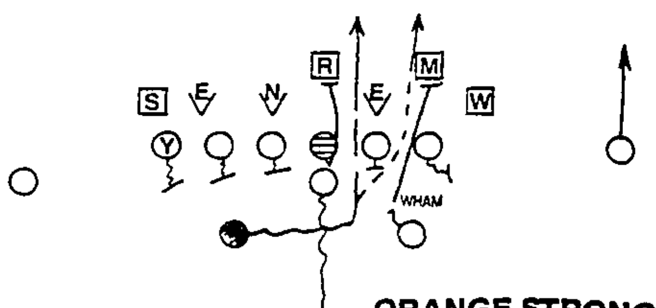

30



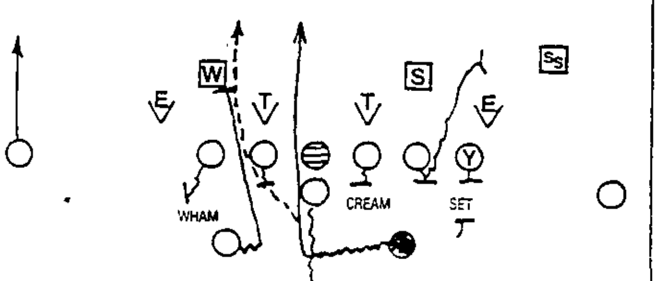

UNDER 40L



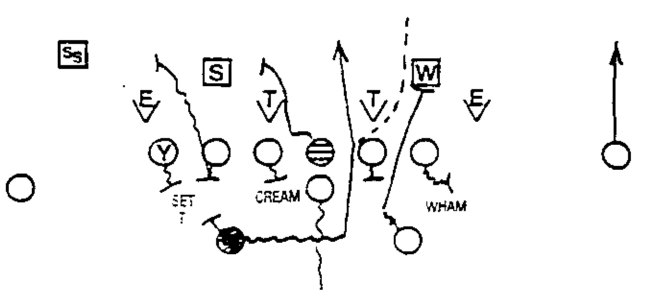

OVER WIDE




ORANGE STRONG

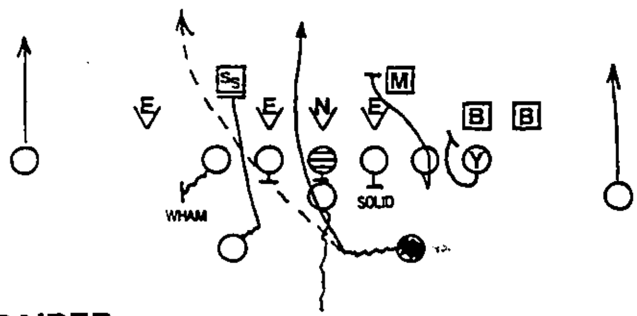



PIRATE

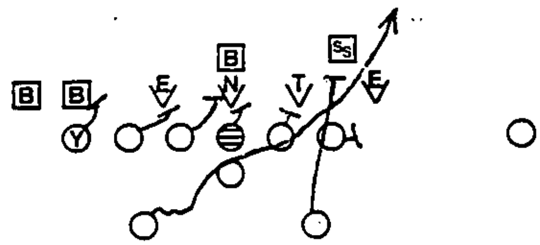



PIRATE

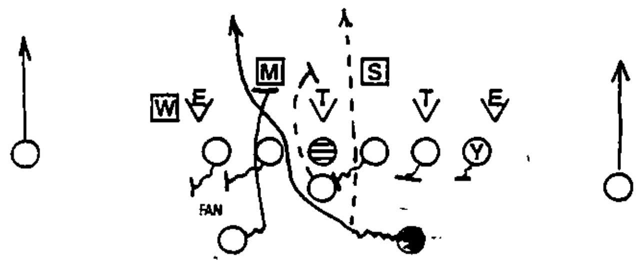
# F/H DRAW 3/2



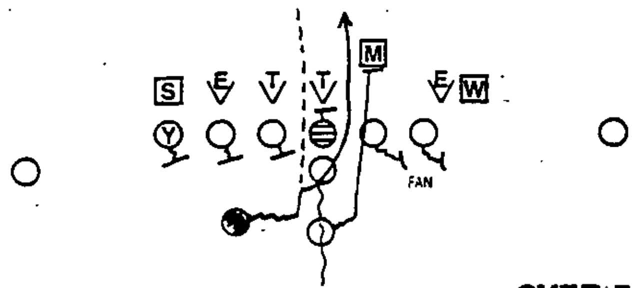

**RAIDER**



**RAIDER**

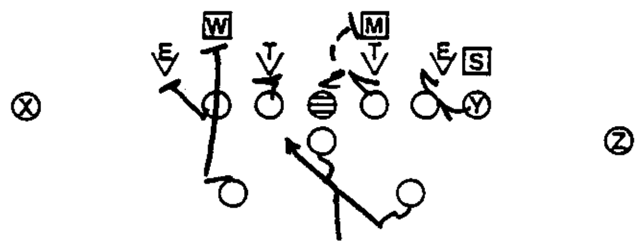



**OVER LOU**




**OVER 50**

**NOTES**



**40 L**



**NOTES**

**NOTES**

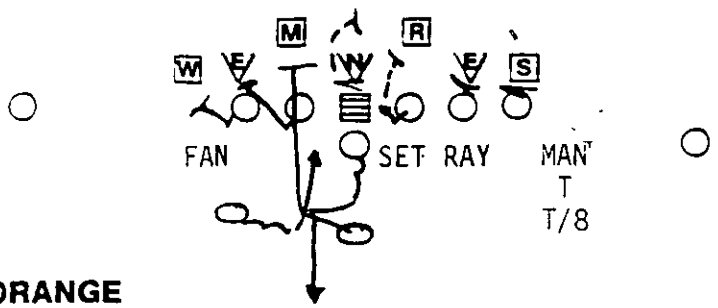




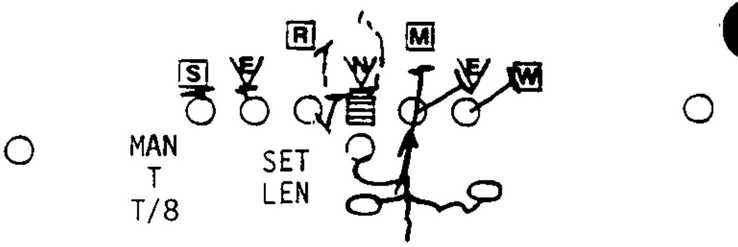
**REMARKS**

**REMARKS**

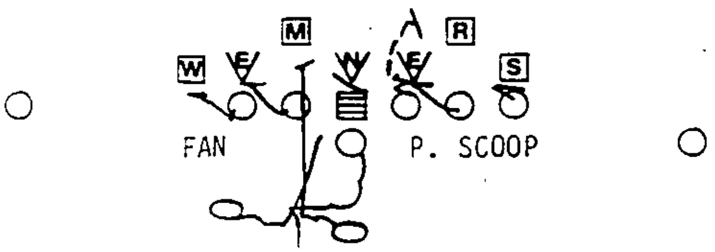
**PLAY** ROLL DRAW 3/2 **FORMATIONS**



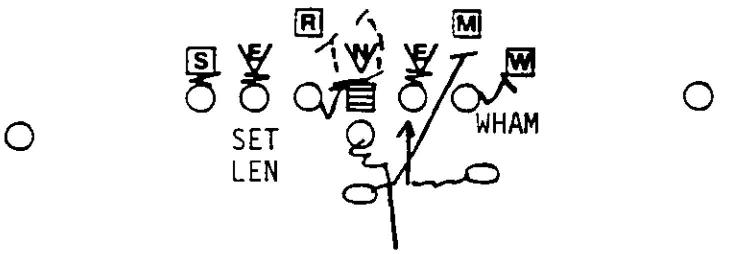

**ORANGE**



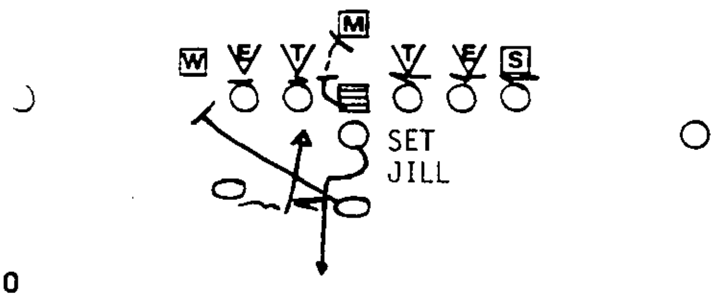

**ORANGE**



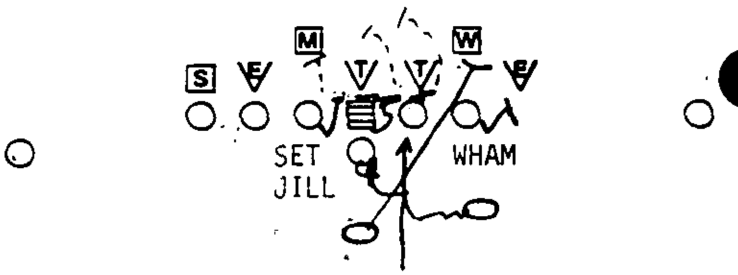

**ORANGE OVER WIDE**



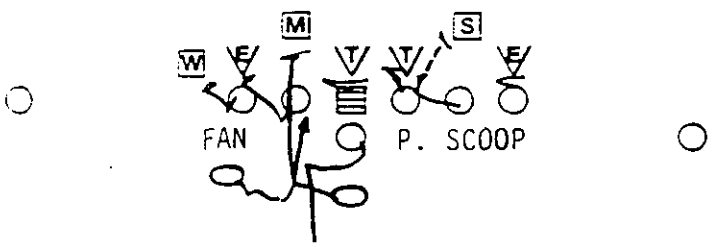

**ORANGE UNDER L**



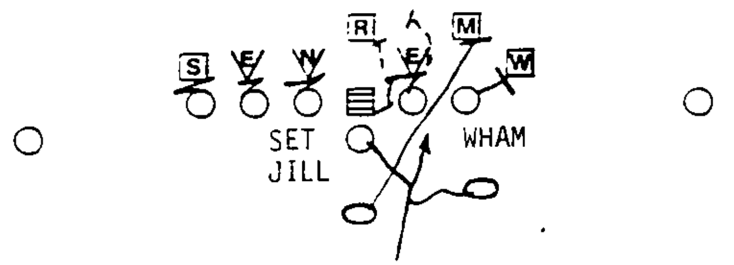

**30**



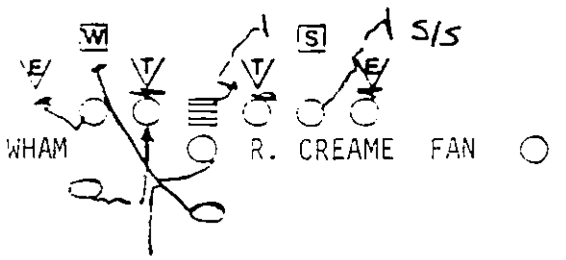

**UNDER 40L**



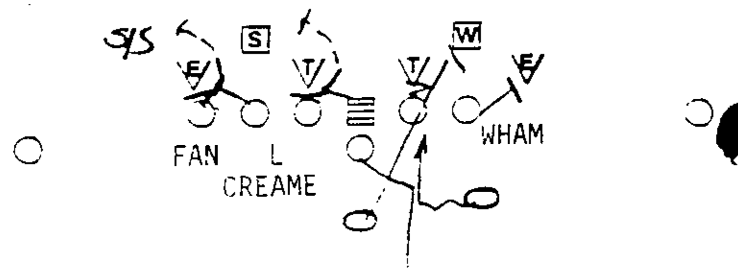

**OVER WIDE**




**ORANGE STRONG**

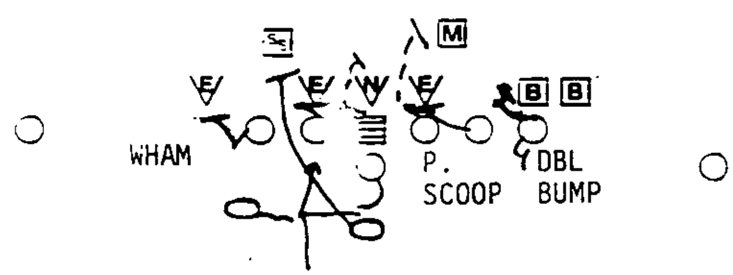


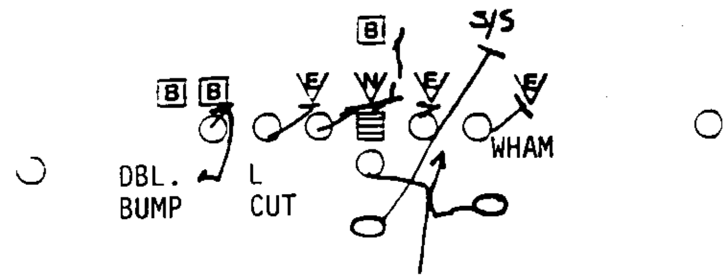

**PIRATE**



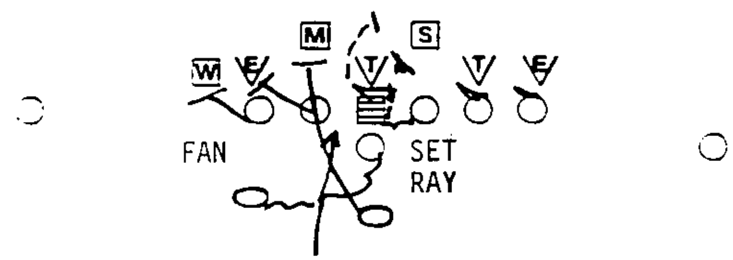

**PIRATE**

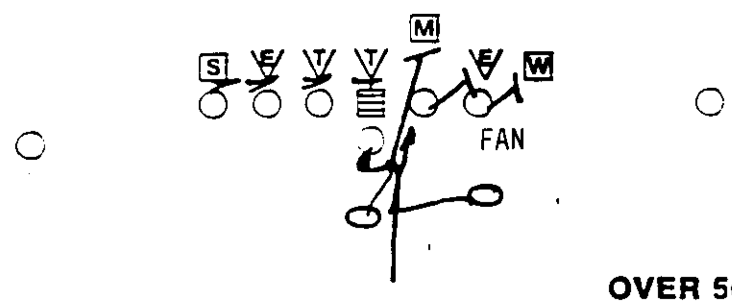
**PLAY** ROLL DRAW 3/2 **FORMATION:**



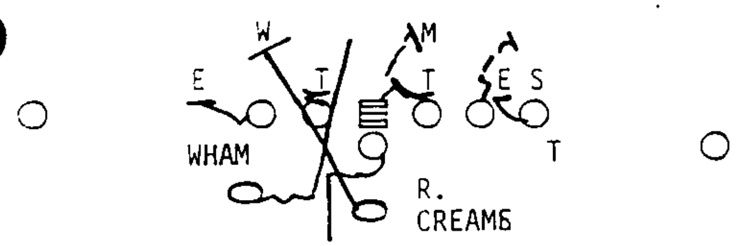

**RAIDER** **RAIDER**

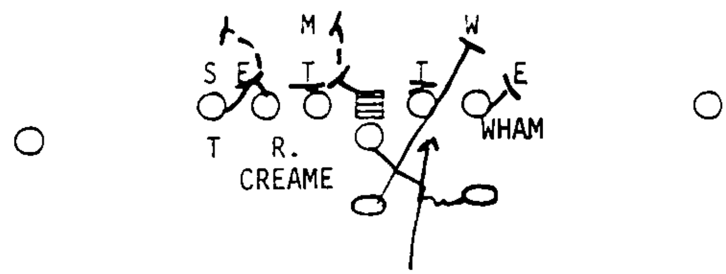



**OVER LOU** **OVER 5**

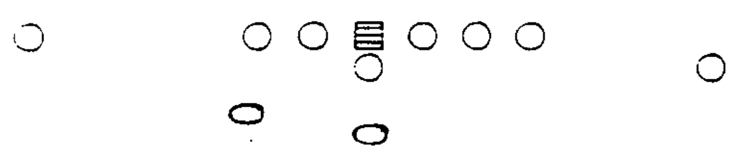
**NOTES** **NOTES**




40-L 40-L

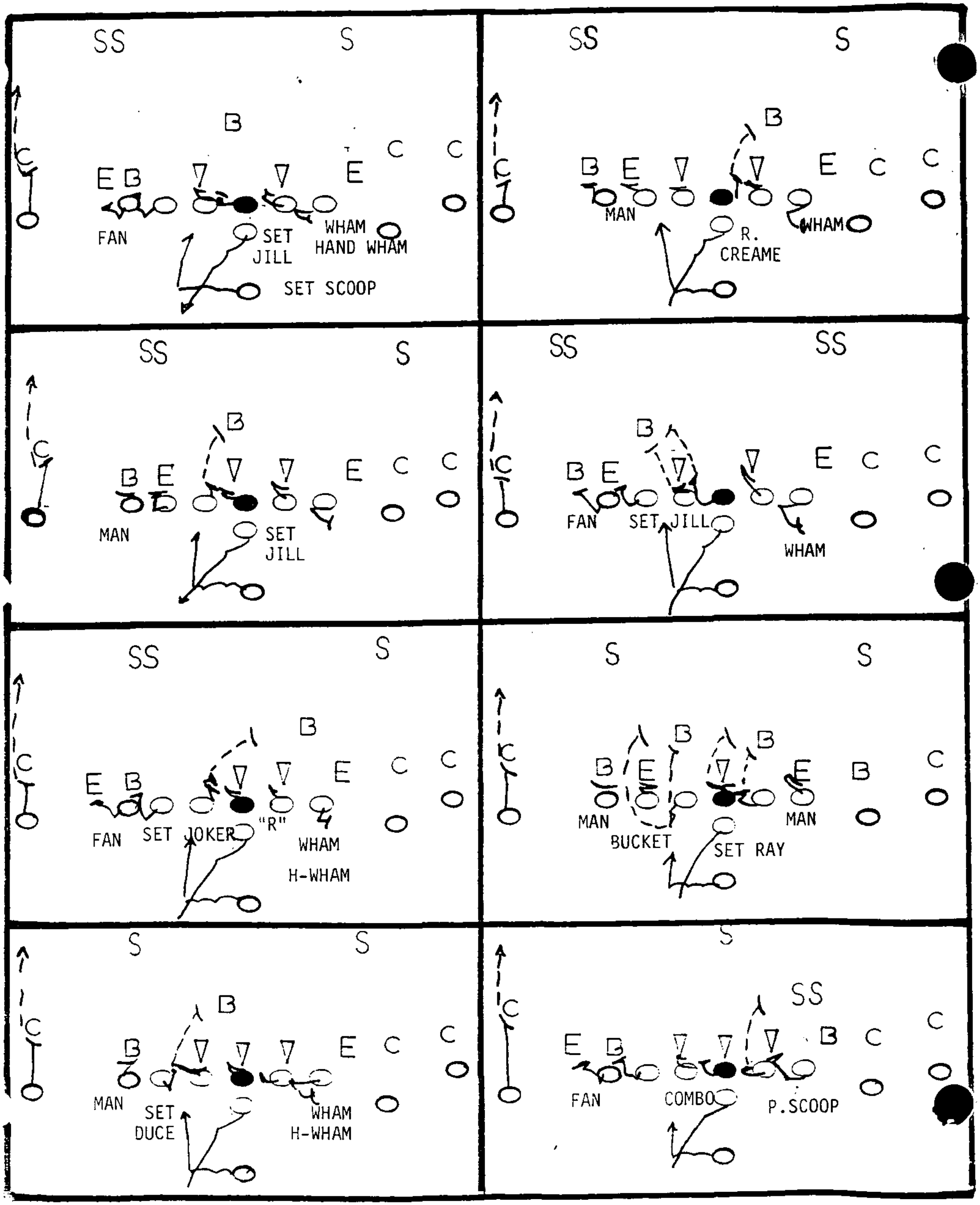
**NOTES** **NOTES**



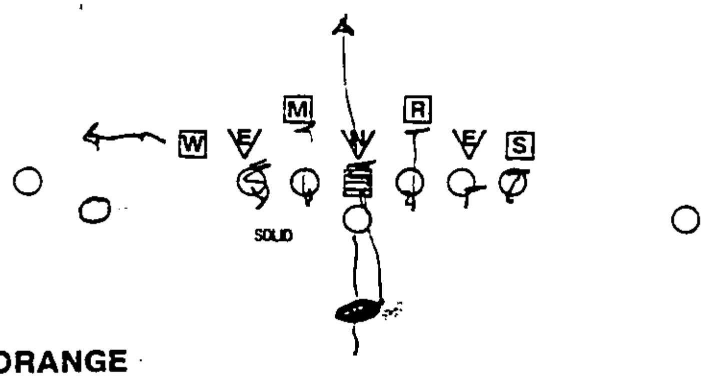


**REMARKS** **REMARKS**

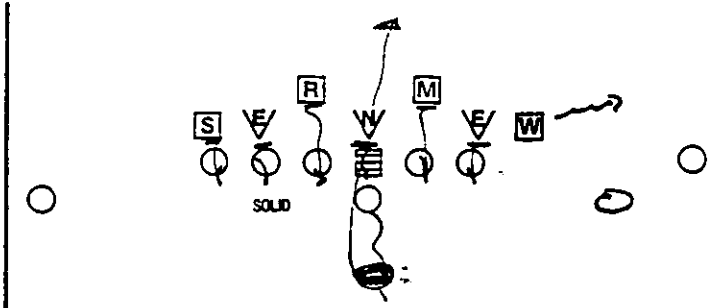
PLAY: SPRINT DRAW SOLID LT



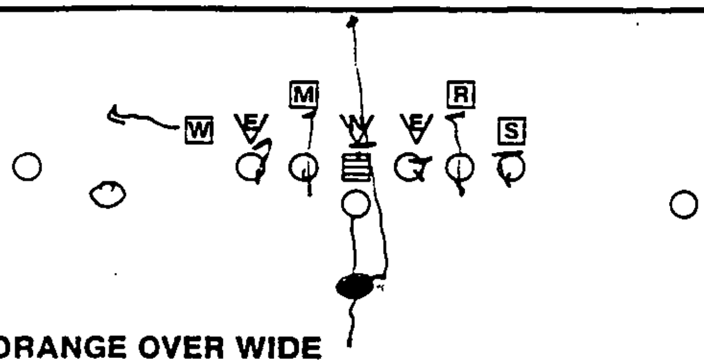
# DRAW SOLID RT/LT



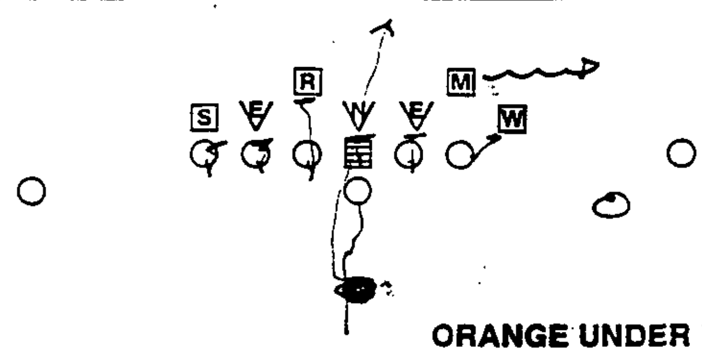

ORANGE



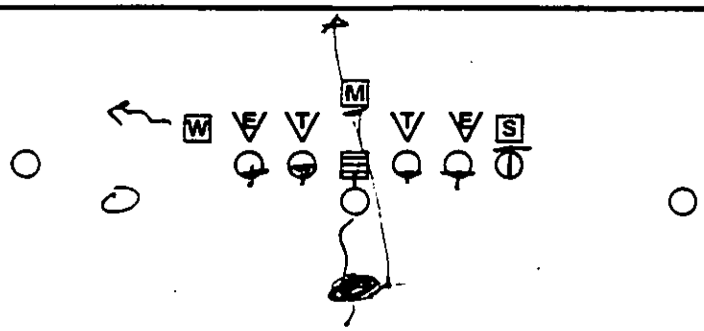

ORANGE



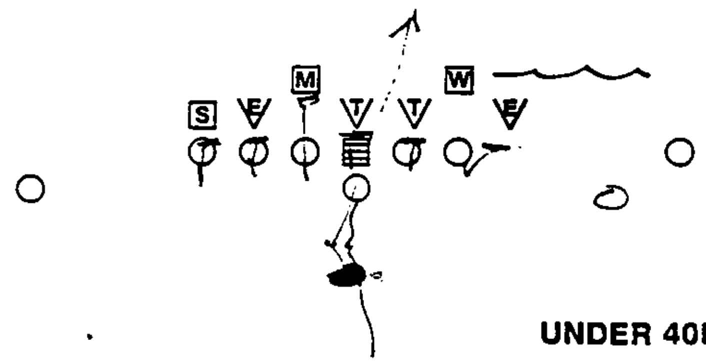
ORANGE OVER WIDE



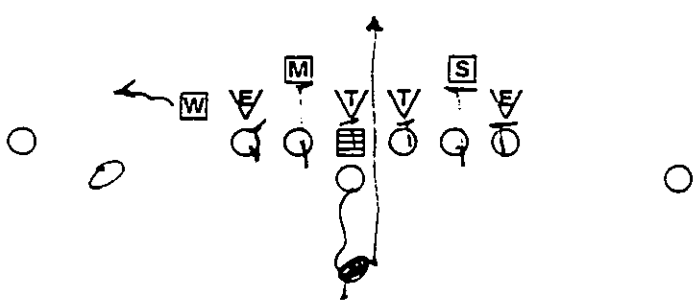
ORANGE UNDER L



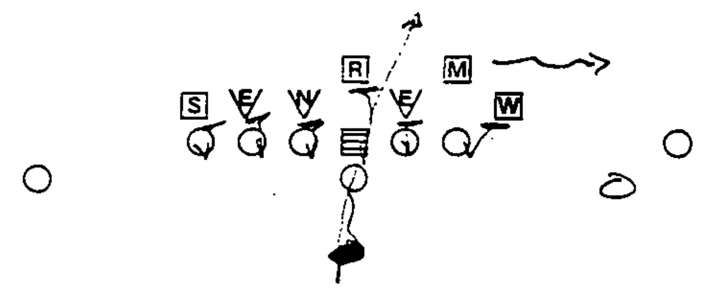
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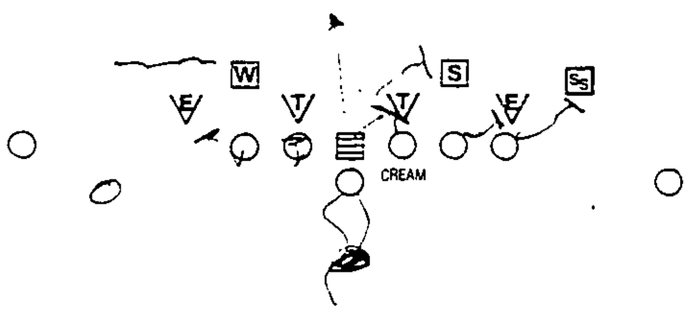
UNDER 40L



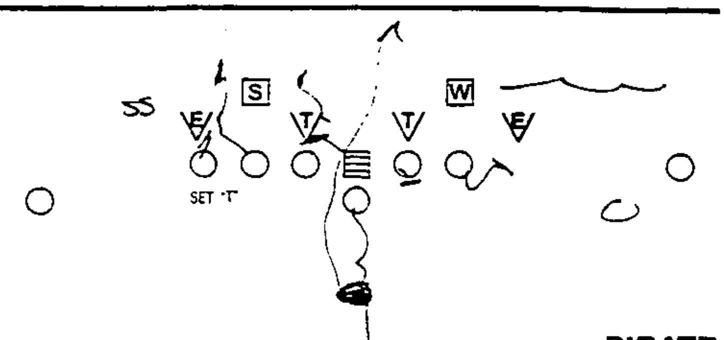
OVER WIDE



ORANGE STRONG

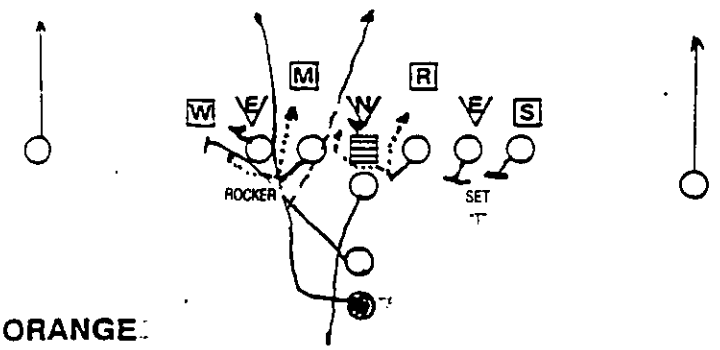



PIRATE

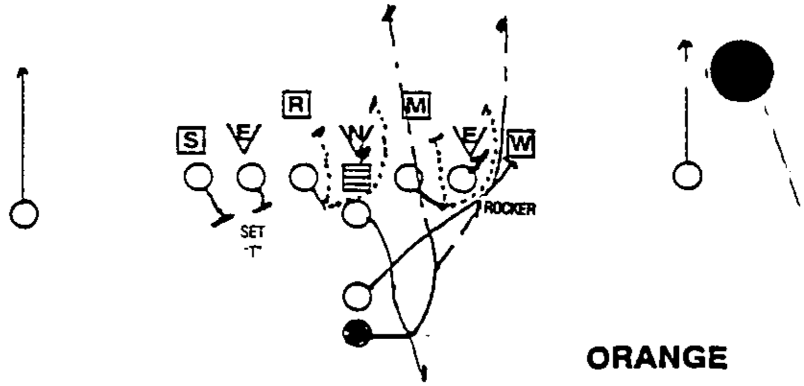



PIRATE

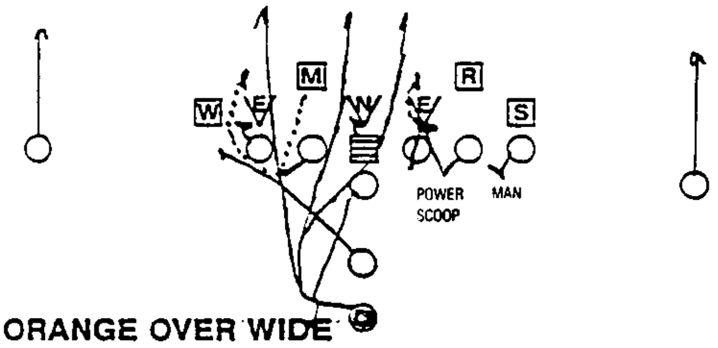
# SPRINT DRAW 5/4



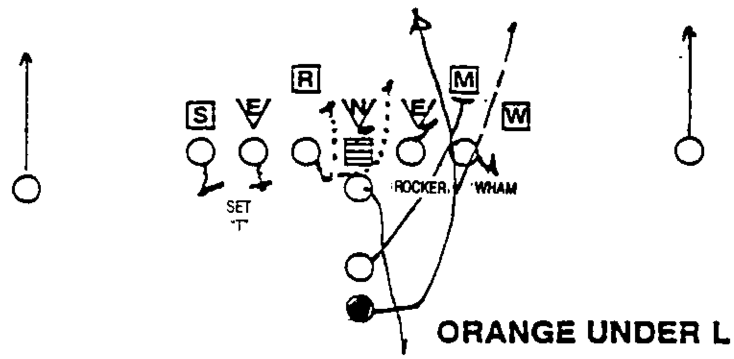

ORANGE



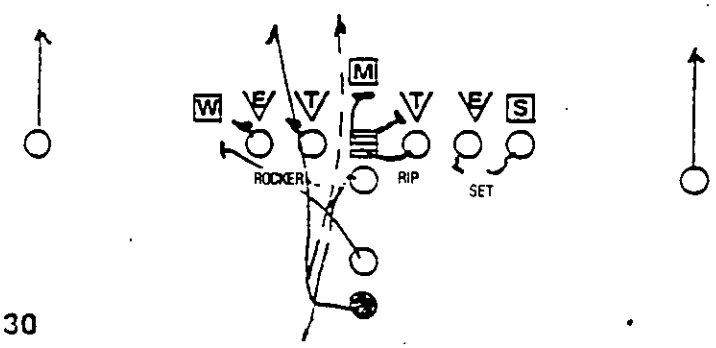

ORANGE



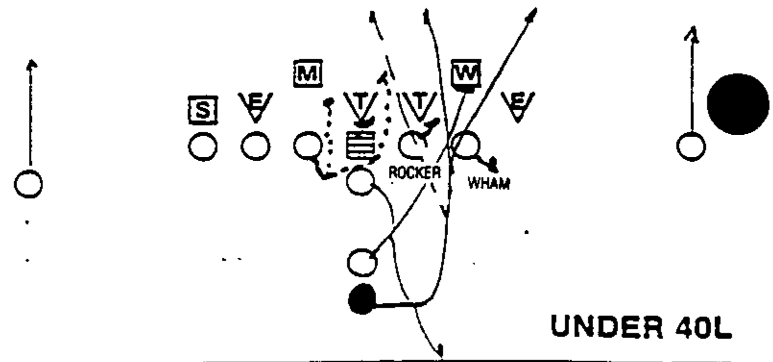

ORANGE OVER WIDE



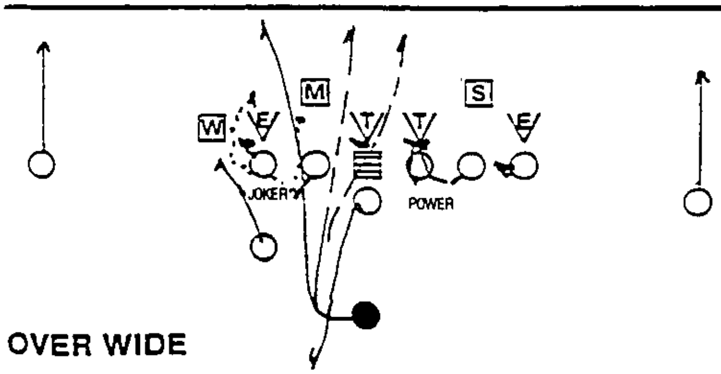

ORANGE UNDER L



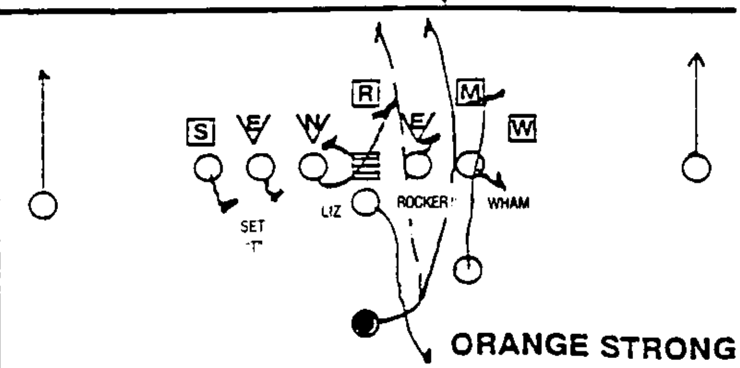

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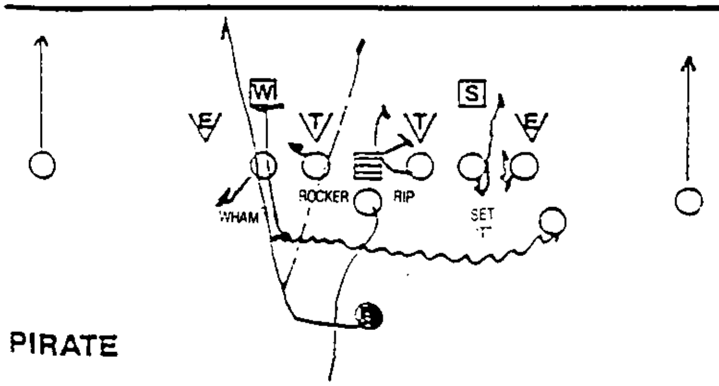

UNDER 40L



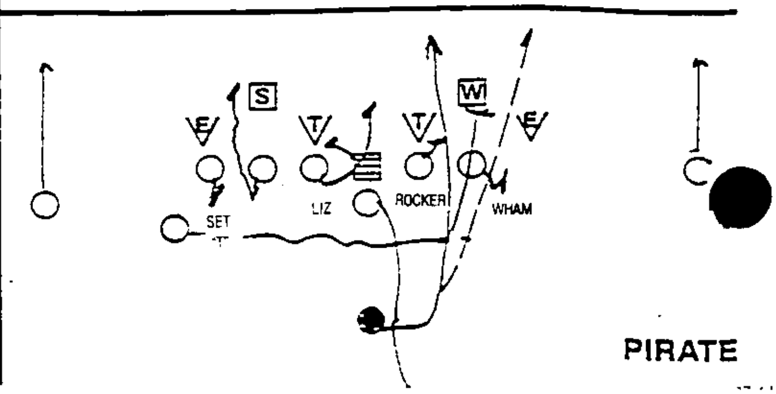

OVER WIDE




ORANGE STRONG

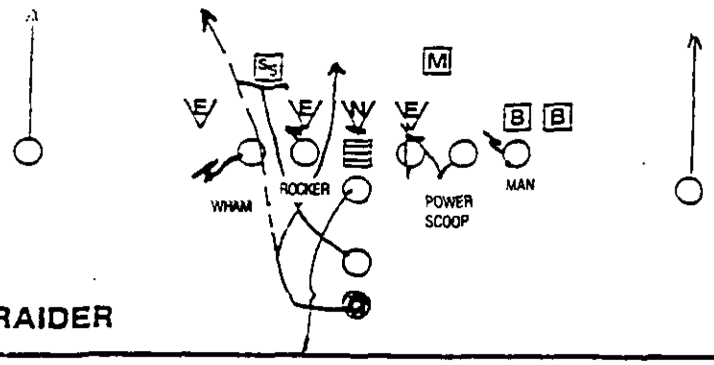



PIRATE

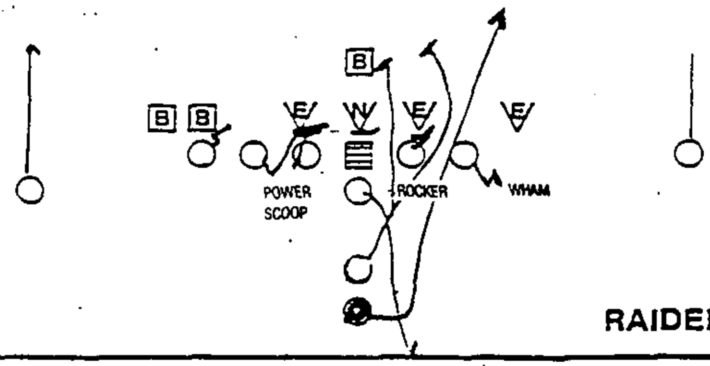



PIRATE

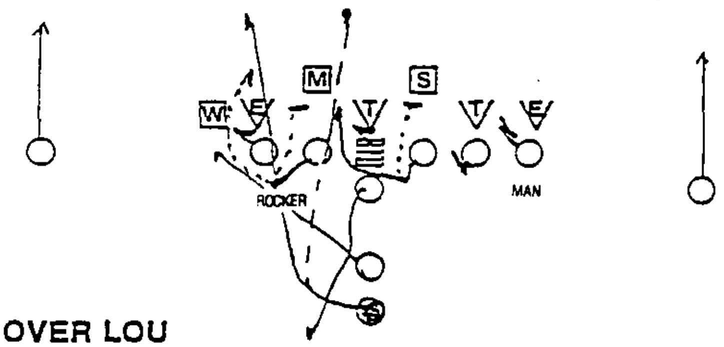
# SPRINT DRAW 5/4



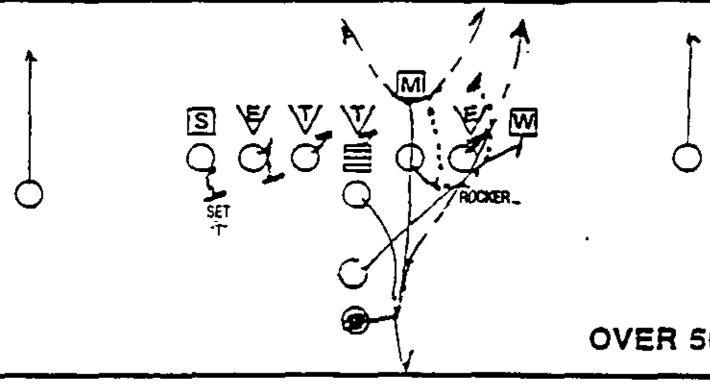

RAIDER




RAIDER




OVER LOU




OVER 50

NOTES



NOTES



NOTES



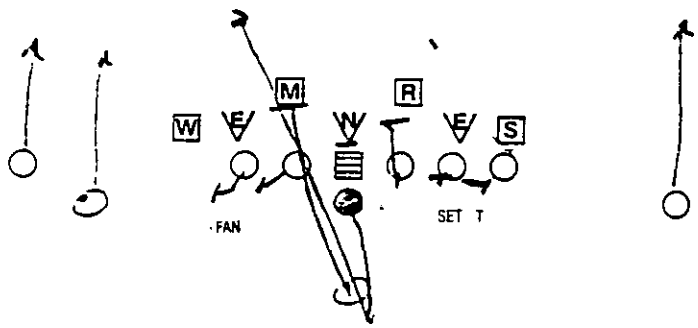
NOTES



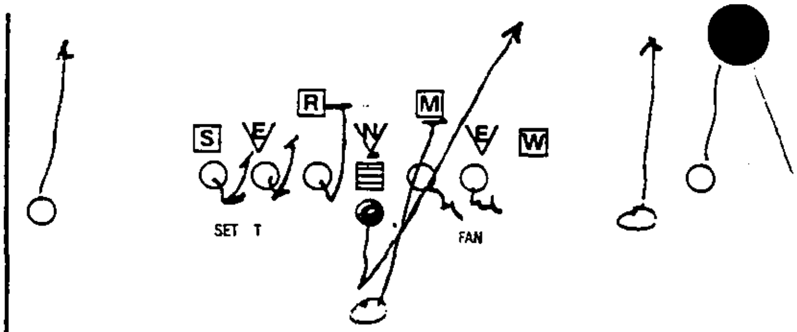
REMARKS

REMARKS

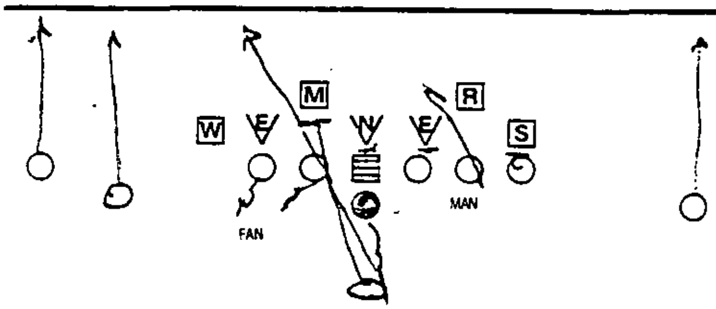
# B DRAW LT/RT



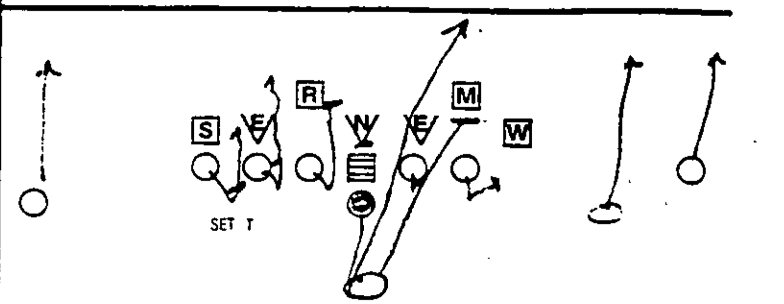

ORANGE



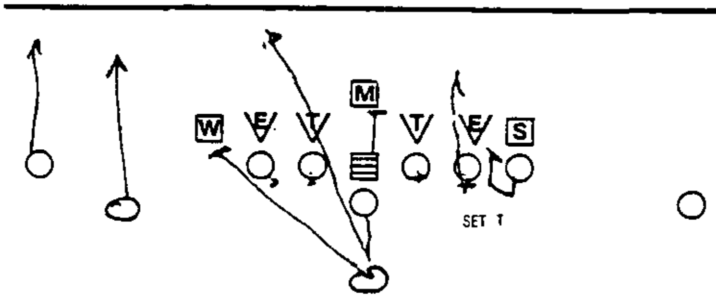

ORANGE



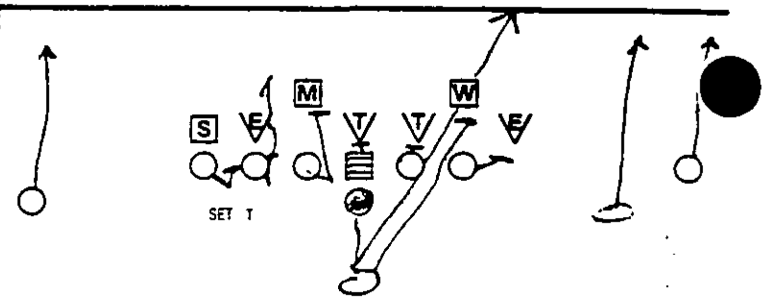

ORANGE OVER WIDE



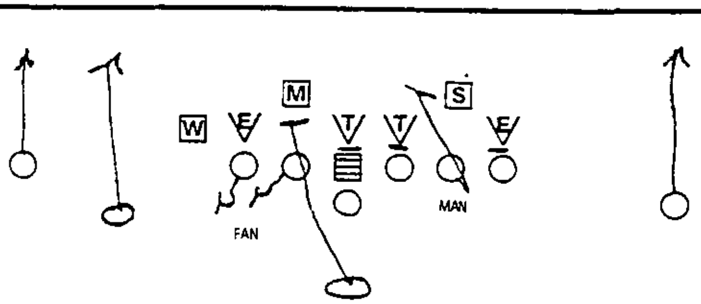

ORANGE UNDER L



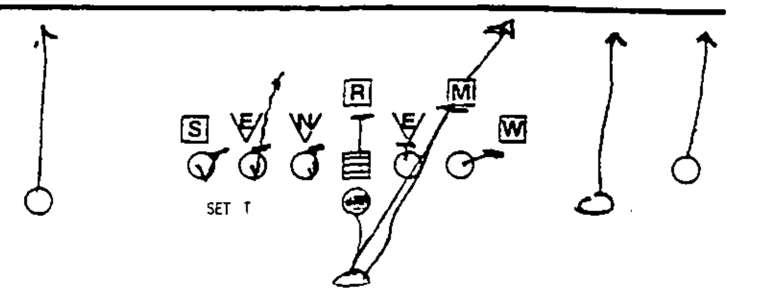

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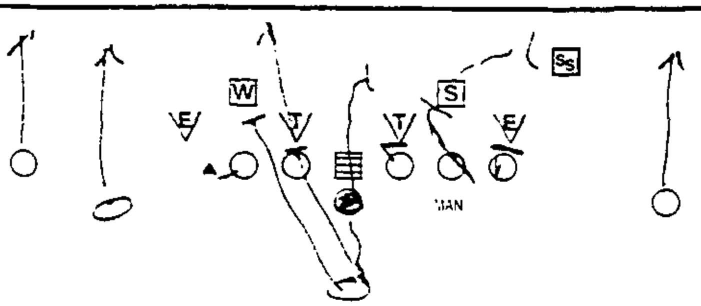

UNDER 40L



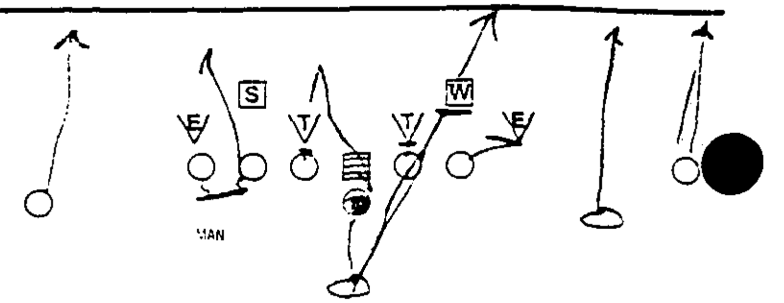

OVER WIDE




ORANGE STRONG

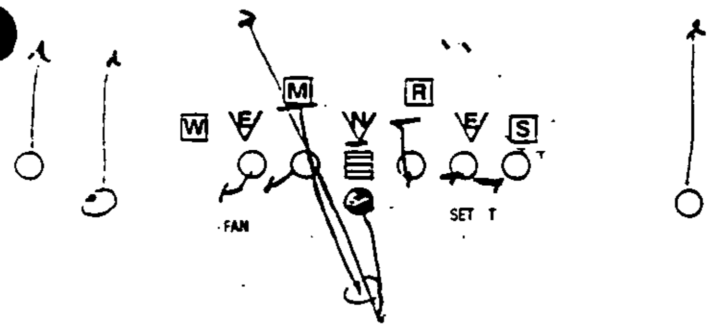



PIRATE

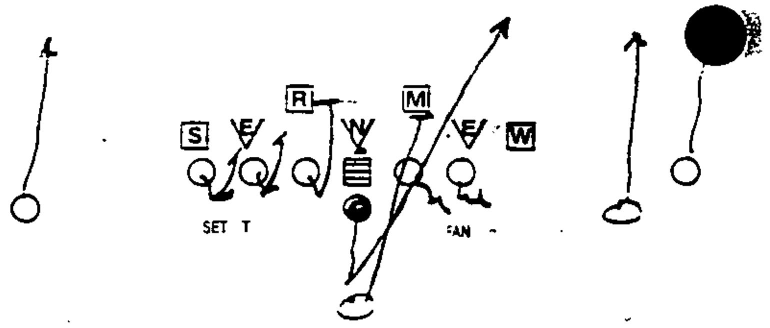



PIRATE

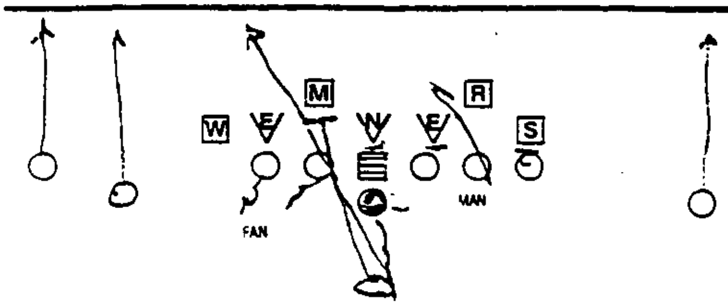
# B DRAW LT/RT



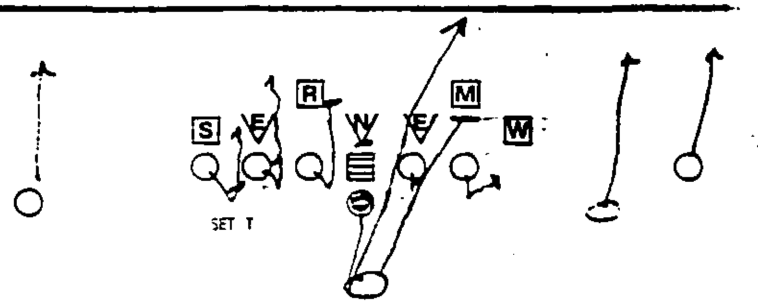

ORANGE



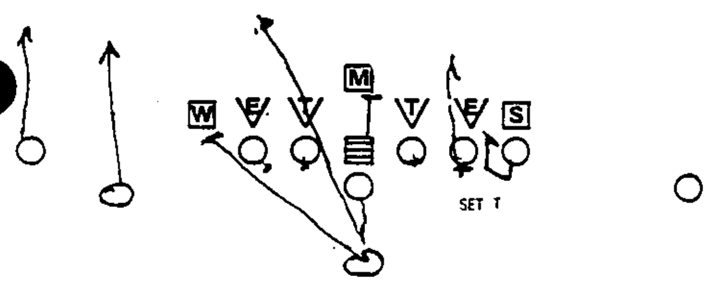

ORANGE



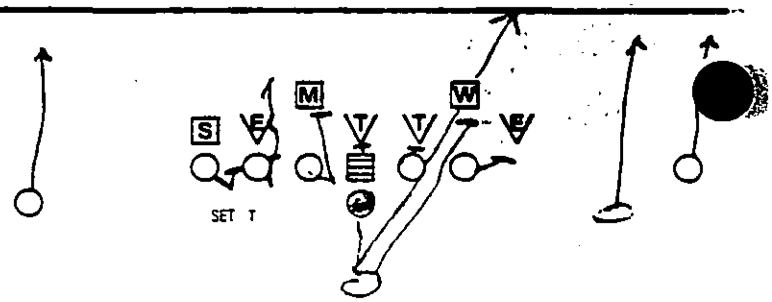

ORANGE OVER WIDE



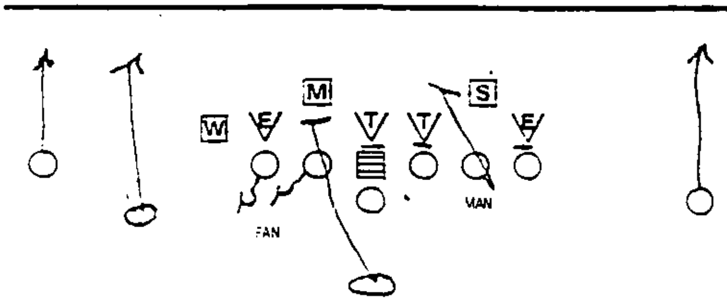

ORANGE UNDER L



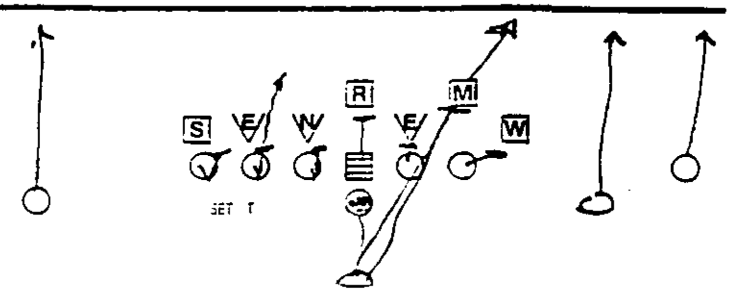

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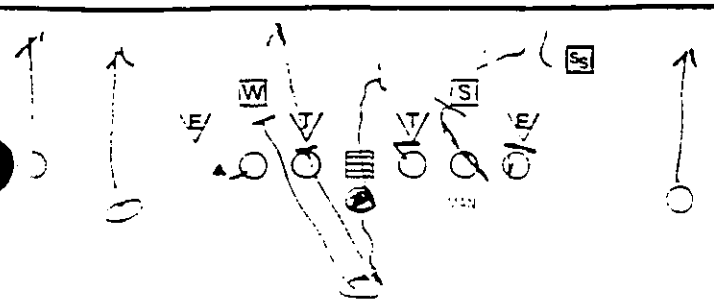

UNDER 40L



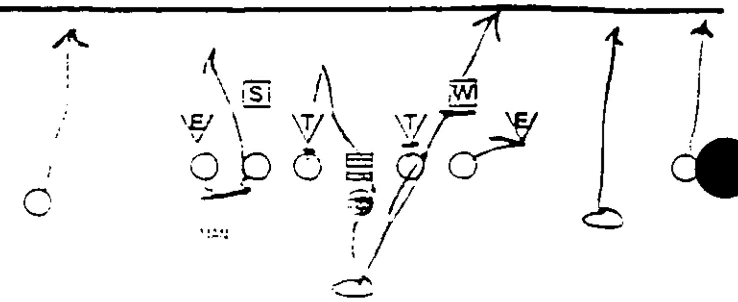

OVER WIDE




ORANGE STRONG

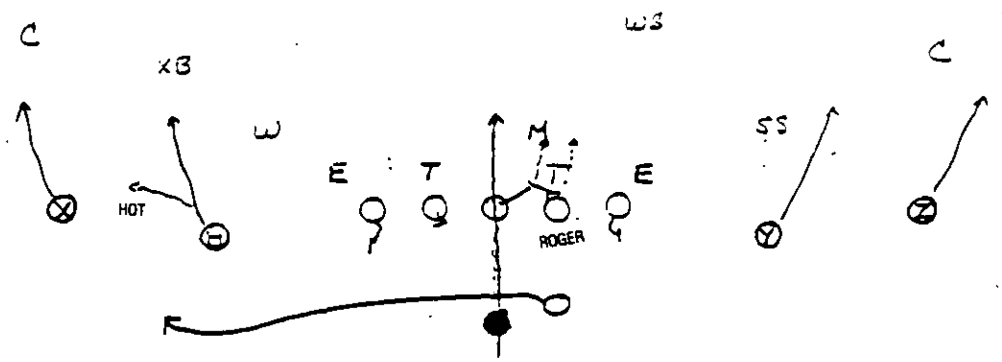



PIRATE



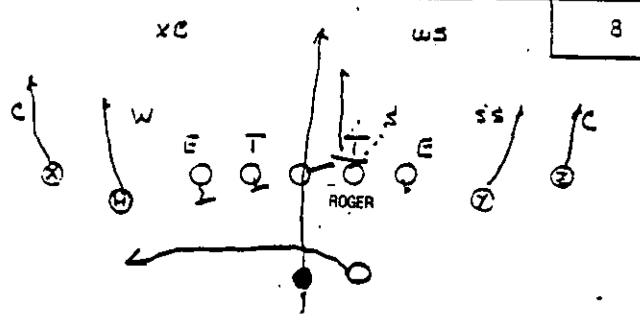

PIRATE

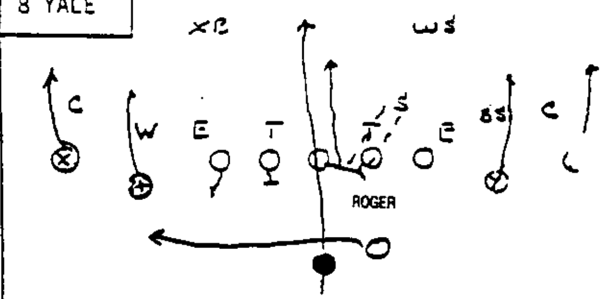
# QB DRAW RT/LT



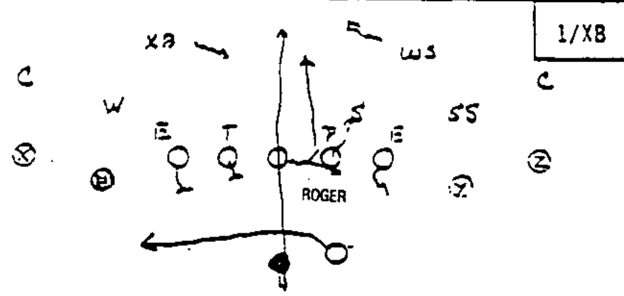

3/6

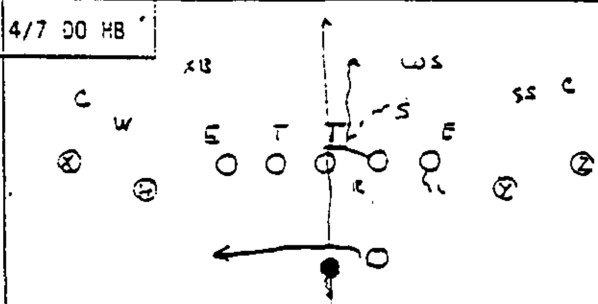
8 | 8 YALE



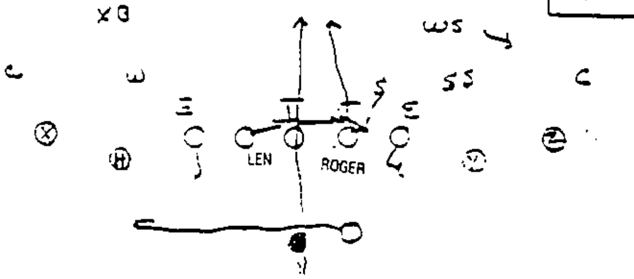



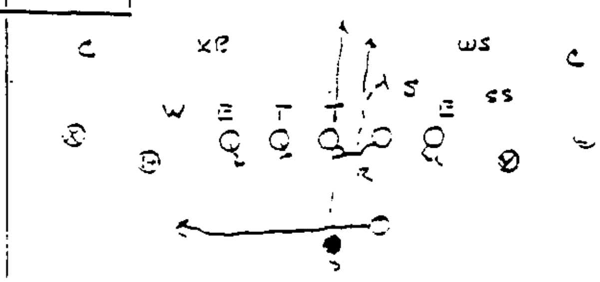

1/XB | 4/7 DO HB

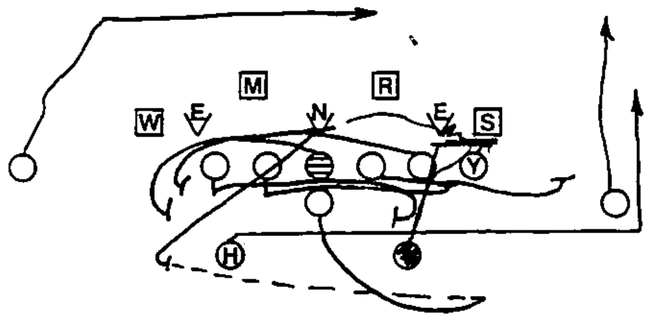


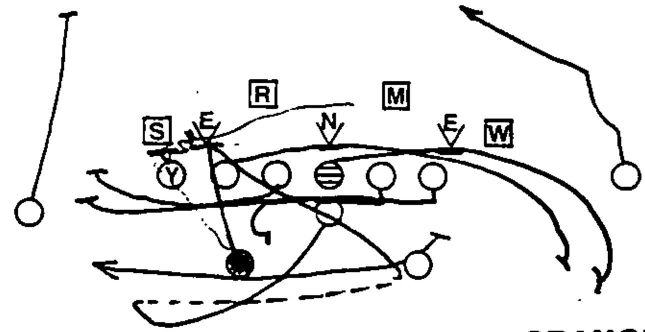
5/7 | HOT



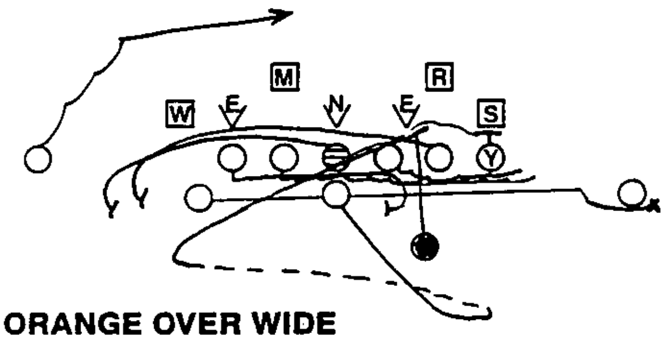





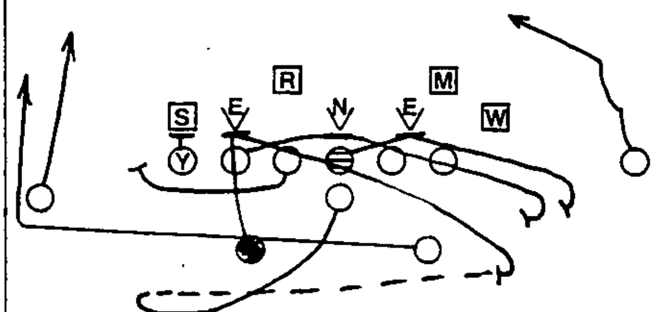
ORANGE



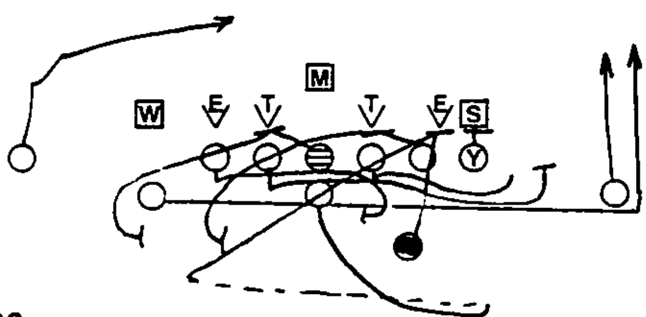
ORANGE



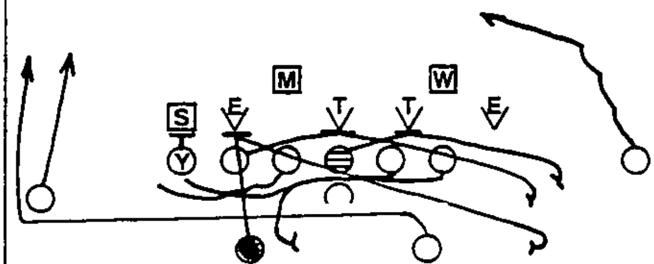
ORANGE OVER WIDE



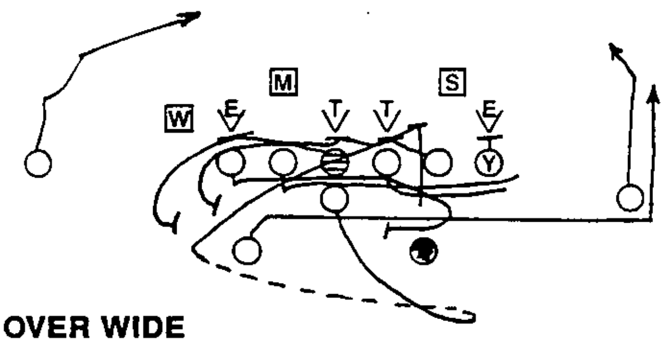
ORANGE UNDER L



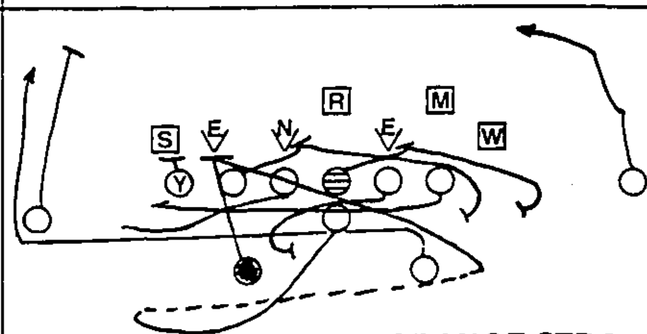




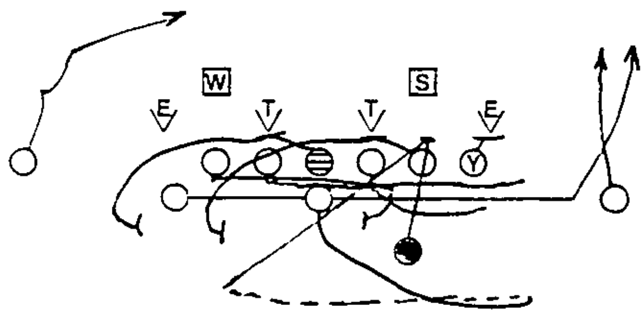
UNDER 40L



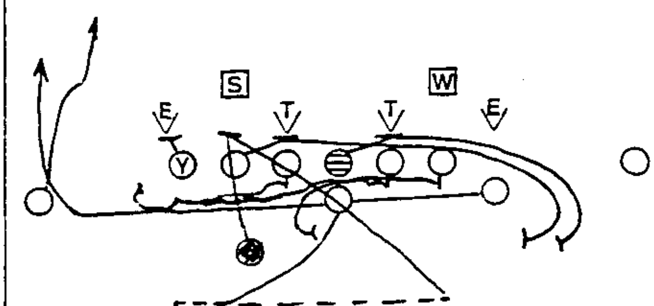
OVER WIDE



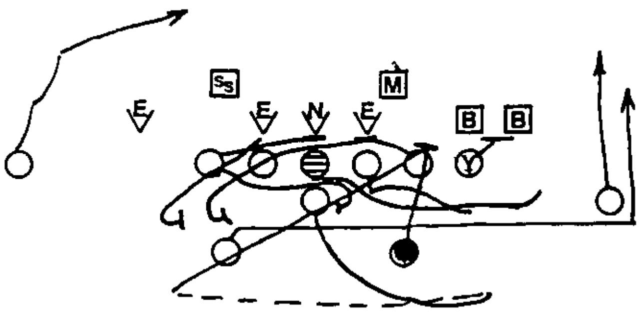
ORANGE STRONG



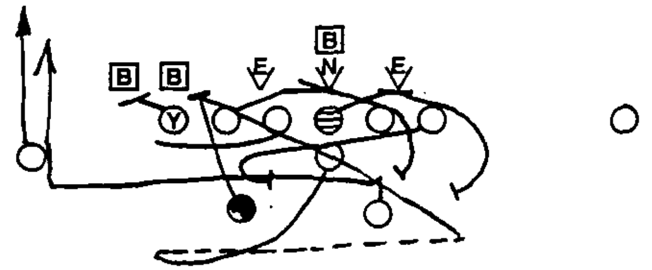
PIRATE



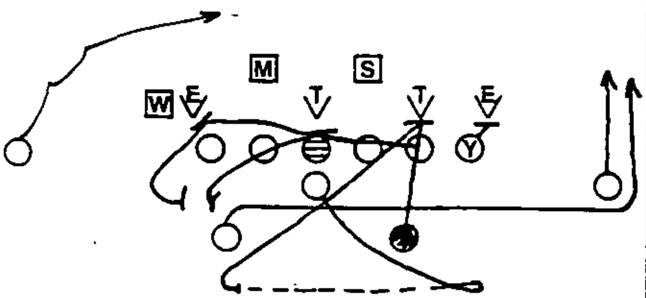
PIRATE



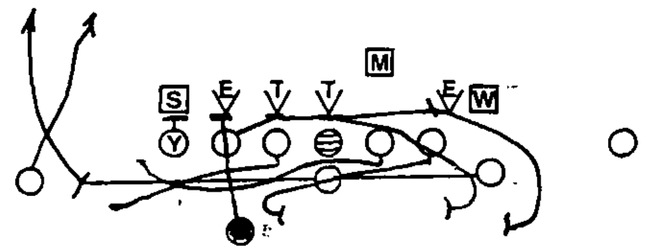
RAIDER



RAIDER

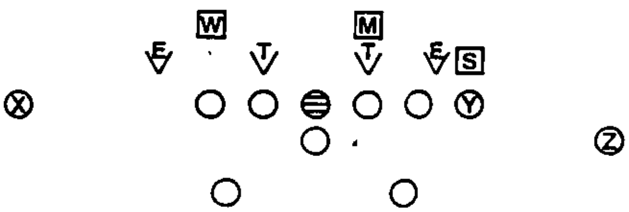


OVER LOU



OVER 50

NOTES





40 L

NOTES

NOTES





REMARKS

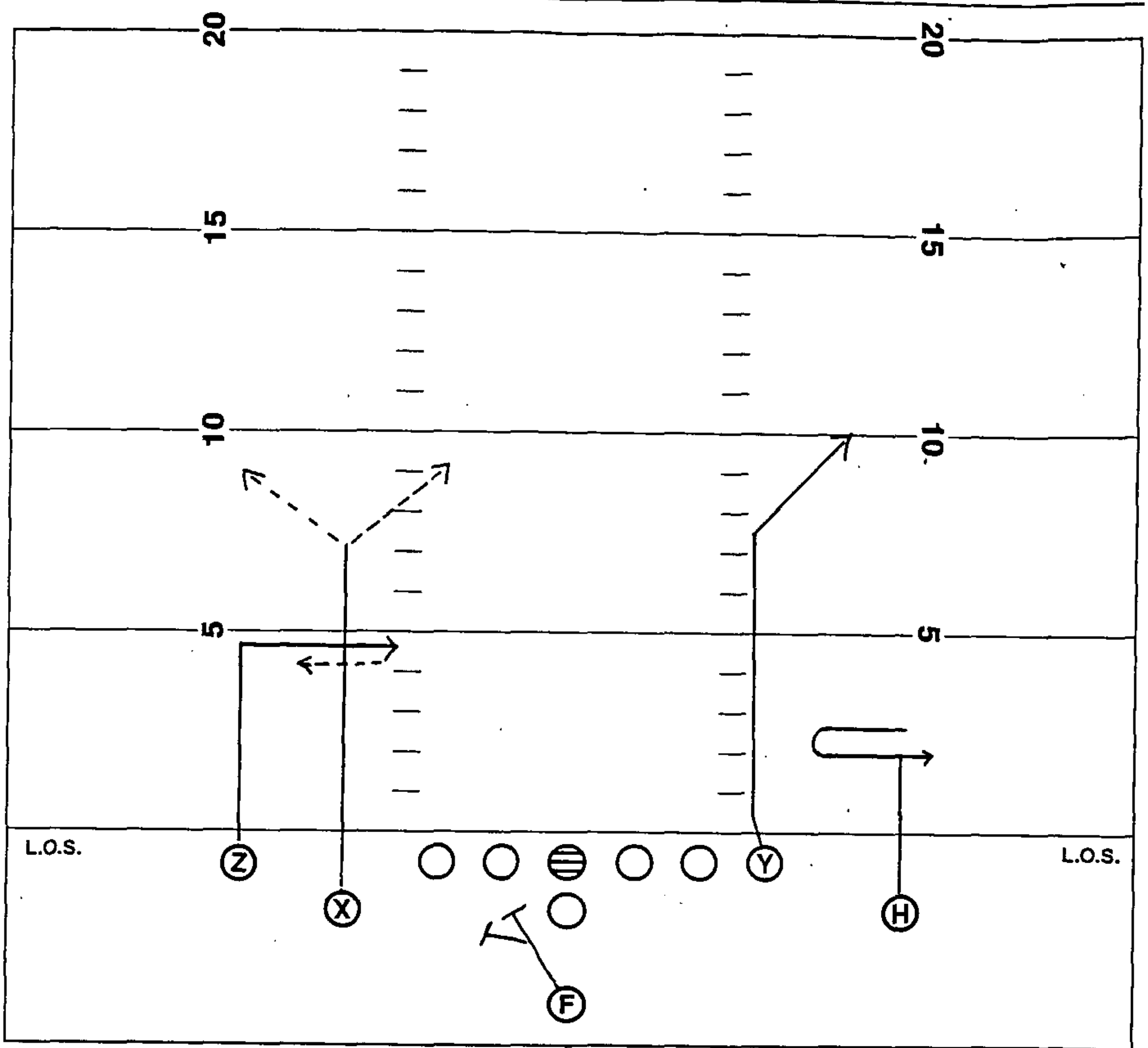
REMARKS

# PLUS TERRITORY PASSES

**+14/+5**

RAM/LEE 070 SWIRL X READ Y CORNER (TRIO EAST)
LUG/ROK 090 Ø X FADE
NAKED LT/RT CTR 16/17 OT X RUB (EAST) X OPO
NAKED RT/LT CTR 17/16 OT Y RUB
RAM/LEE 288 FLAG FLAT
LOU/RON 333 QUICK CIRCLE/FLAT (TITE)
RON/LOU 339 QUICK CIRCLE/FLAT (EAST) X OPO
RON/LOU 870 SWIRL FLAT (TRIPS)

# RAM/LEE 070 SWIRL X READ Y CORNER (TRIO EAST)




## NOTES

H & Z- Work best look side.

vs. any Cover 8, think X on Read Route.

## ROUTE ADJUSTMENTS

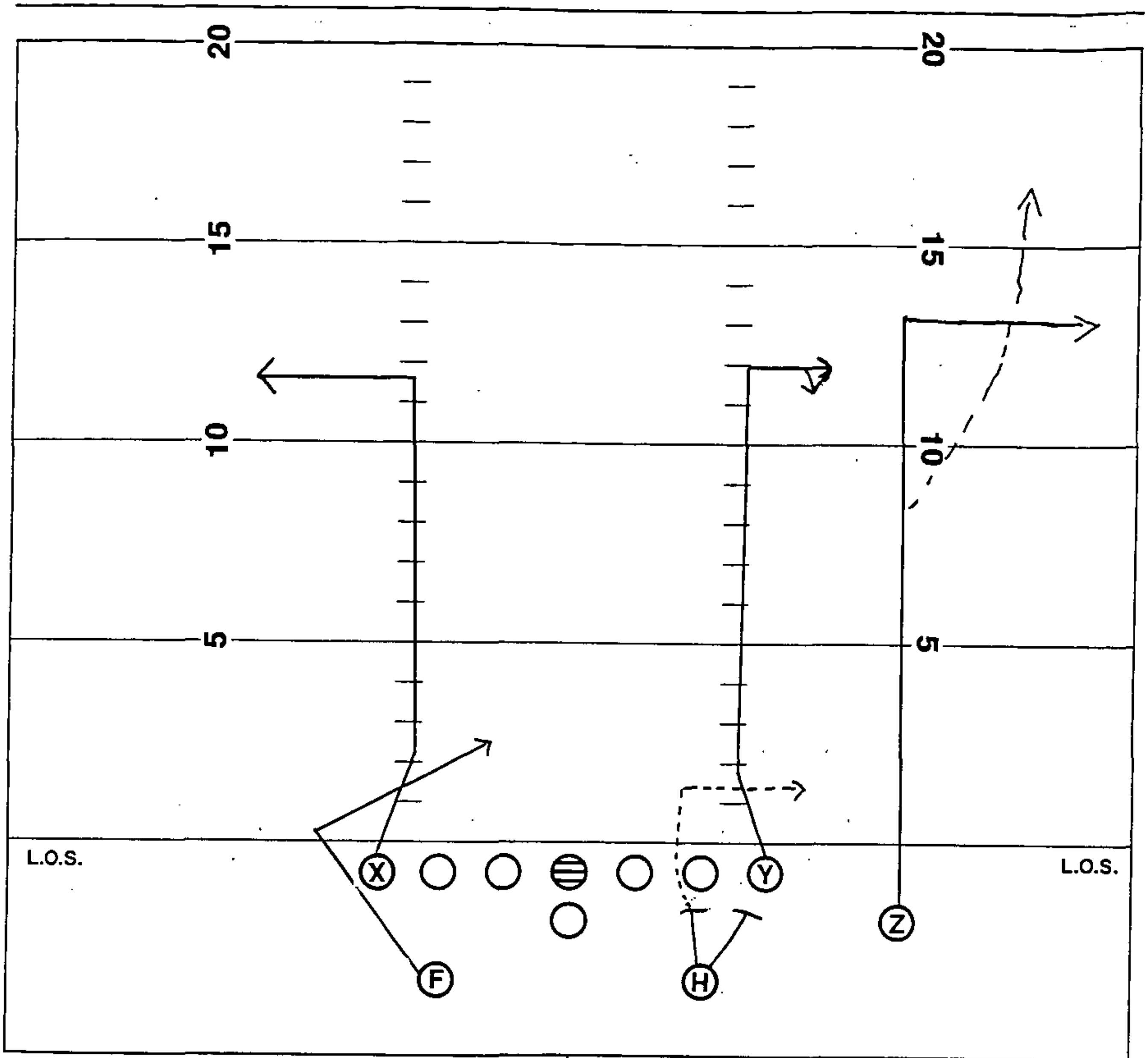
X- Must push upfield to given depth. Read the coverage. If Cover 8 and the DB plays outside position, you must break to middle. If DB plays inside position, break to the corner.

vs. any three deep zone or man coverage, break to the corner.

H & Z- Push upfield to five yards, vs. zone sit. vs. any man bump, turn it into a 2 Route.

Y- Take best release and run the route called.

## LOU/RON 333 QUICK CIRCLE/FLAT (TITE)




**NOTES**

QB- Always began with eyes on Z Receiver. Any soft coverage, take the Z, vs man bump if there take Z.

If you don't like the match up, work the FB to X.

HB- Must check Rover, Sam and S/S before running a check thru route. Your route is only to occupy the Insider Backer your side.

FB- Get width on route. Make it look like the start of a flat route.

**ROUTE ADJUSTMENTS**

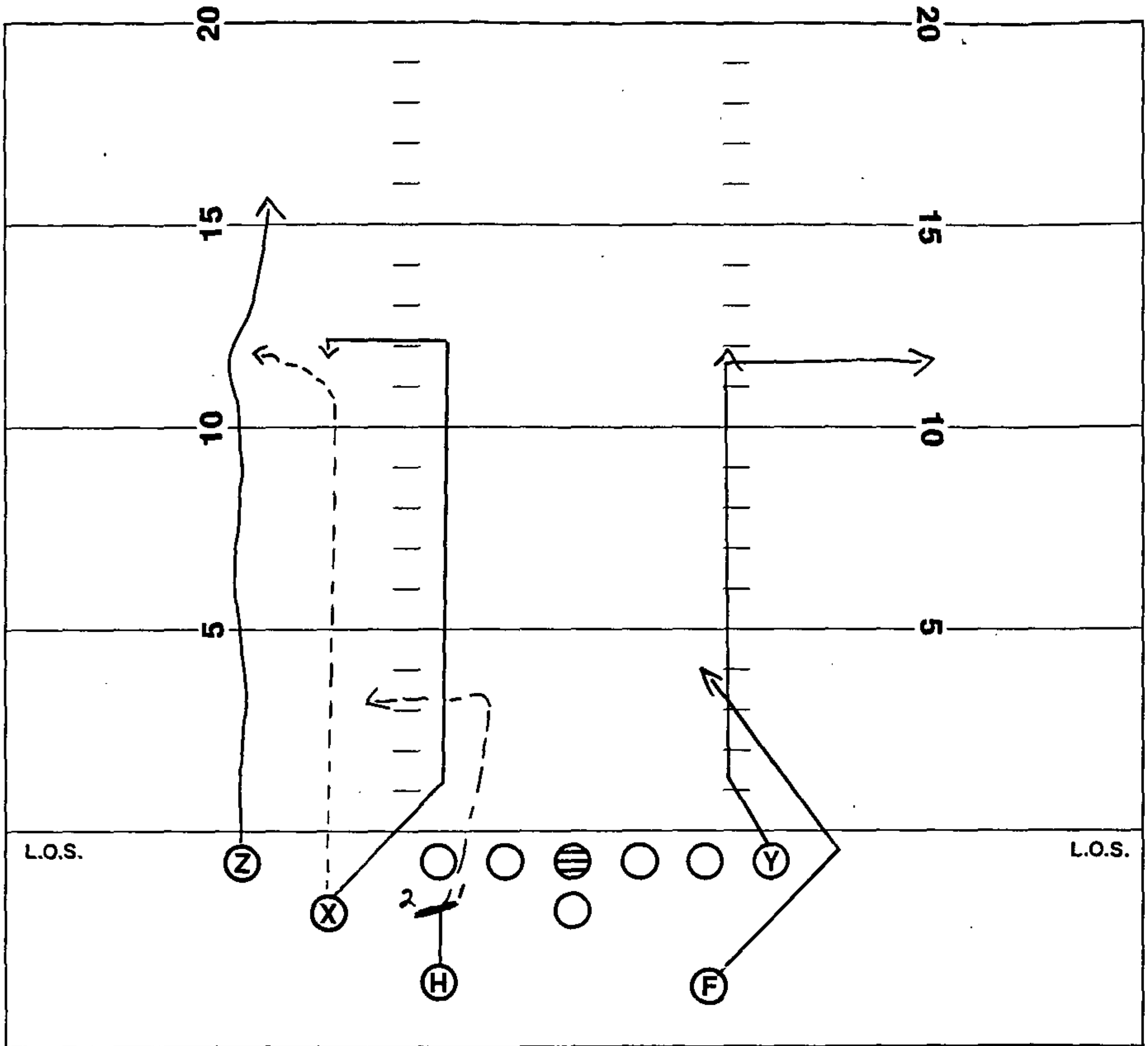
X- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

Z- Run 9 Route vs. Bump Coverage.

Y- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

FB- Push across the LOS about one yard, then break across the middle.

## RON/LOU 339 QUICK CIRCLE/FLAT (EAST) X OPO




### NOTES

QB- Start with eyes on Z Receiver. Any man bump, work Z and X. Any zone look, work F to Y.

HB- Must check Mike, Will, to F/S before running a check thru route. Your route is only to occupy the Inside Backer your side.

FB- Get width on route, make it look like the start of a flat route.

### ROUTE ADJUSTMENTS

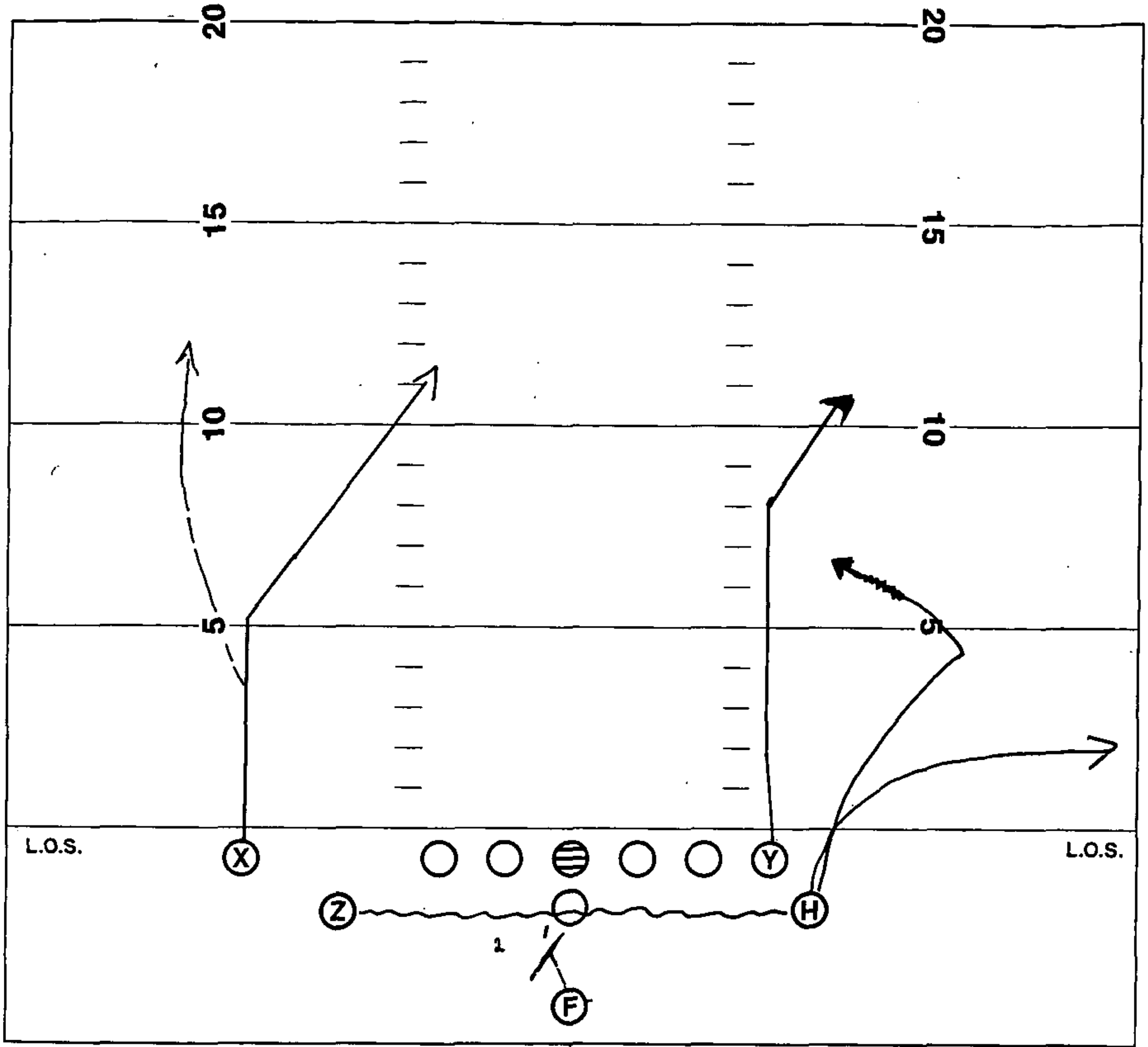
X- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

Z- Run 9 Route. Get open vs. bump coverage.

Y- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out.

FB- Push across the LOS about one yard, then break across the middle.

## RON/LOU 870 SWIRL FLAT



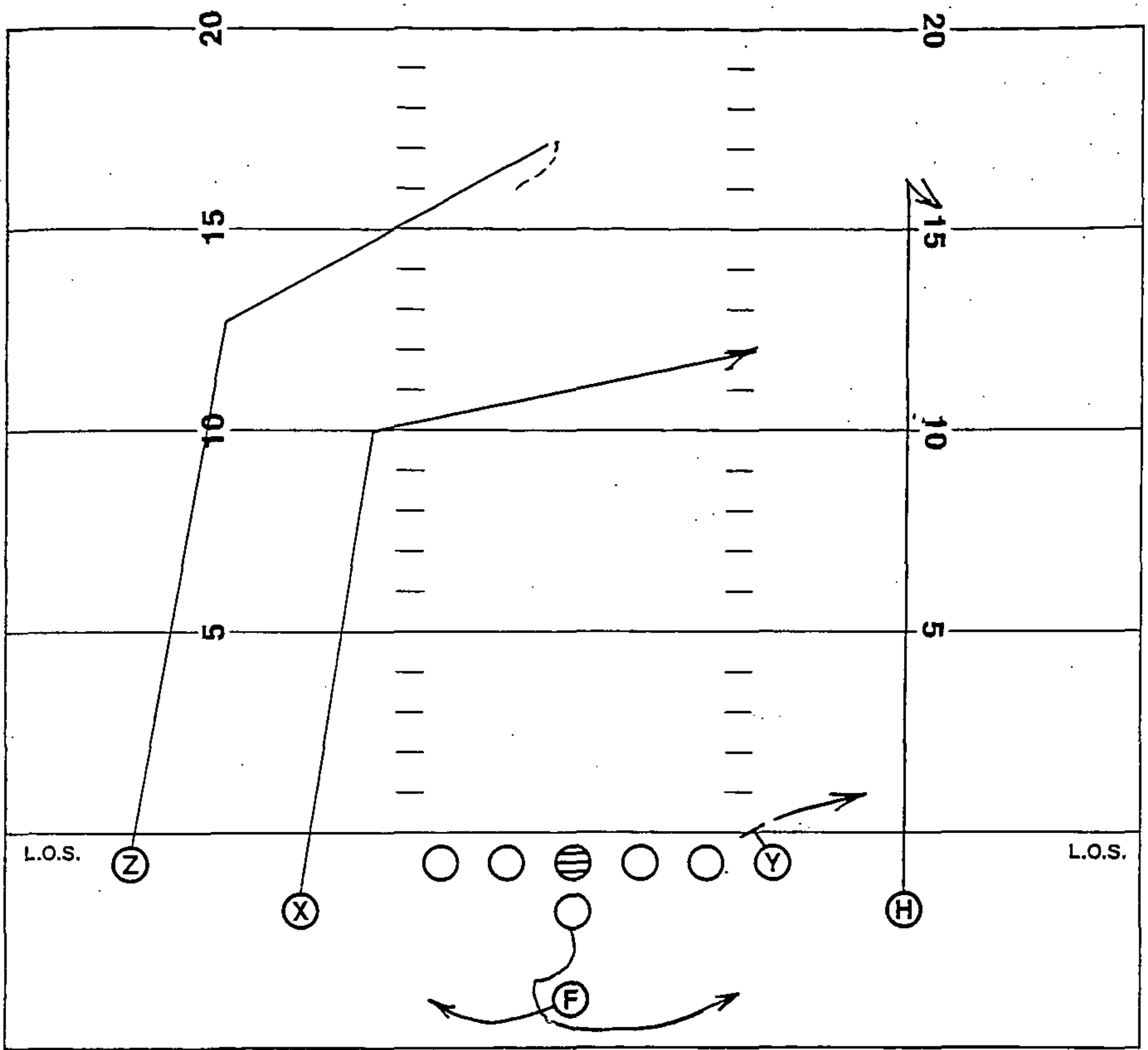

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Any Bump Coverage, work X on 9 Route. If soft zone and F/S work strong, think X on 8 pole. Any other look, work Y to Z to flat. Remember H is hot vs. S/S blitz.<br><br>HB- Must look hot vs. S/S blitz. | X- Any Bump Coverage, run the 9 Route.<br><br>Z- Must come across in motion. Start outside like a flat route. If zone, sit in hole. If man, work back inside.<br><br>Y- Take outside release, run corner.<br><br>H- Run a flat route. |

## PLUS TERRITORY PASSES (continued)

**+25/+15**

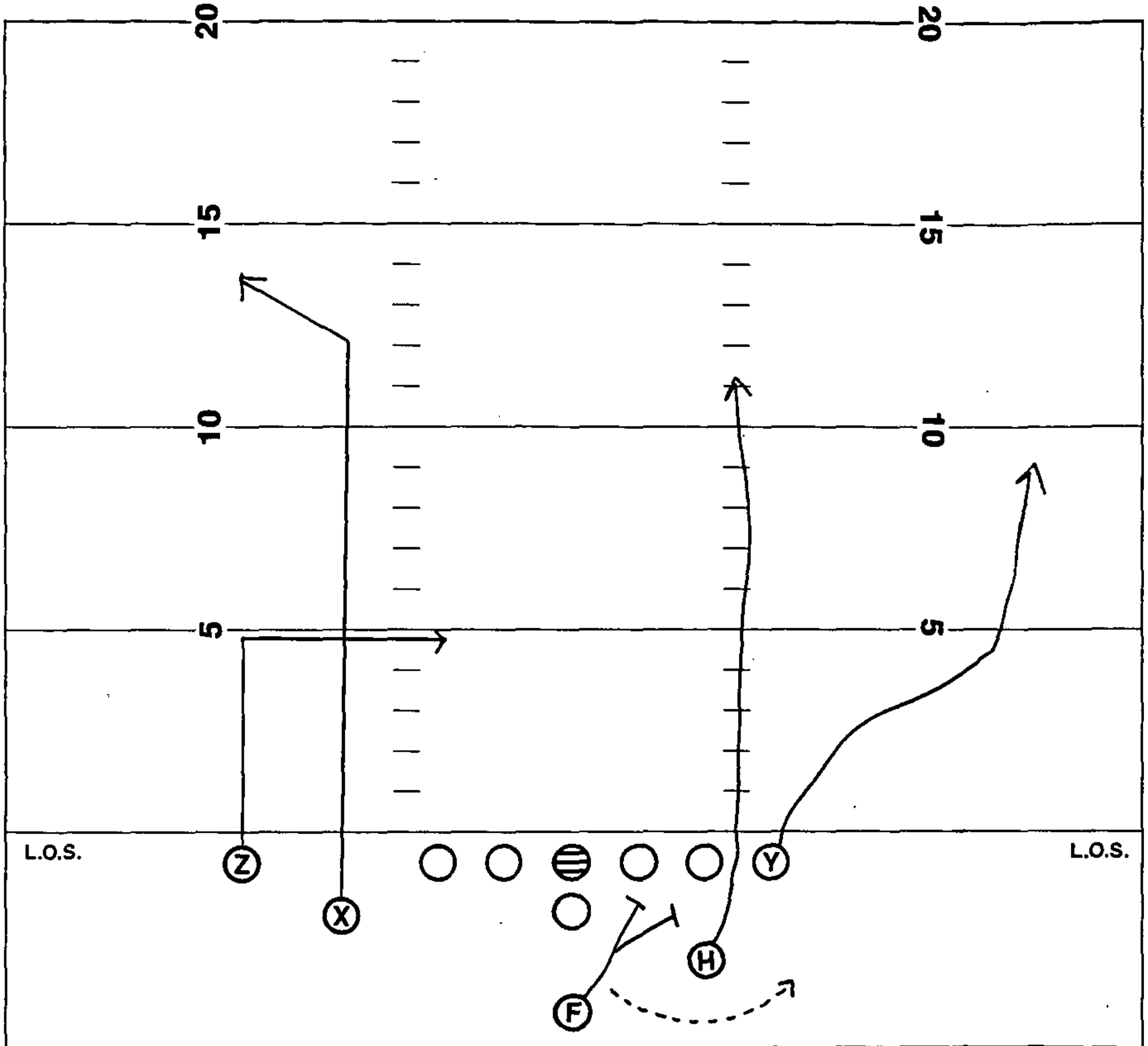
S LUG/ROK 000 SEAM
NAKED LT/RT CTR 16/17 OT X RUB
NAKED RT/LT CTR 17/16 OT Y RUB
BOOT LT/RT FAKE FLIP 68/69 (OPO) (WING)
BOOT RT/LT FAKE FLIP 69/68 (TRIO EAST(
RAM/LEE 070 SWIRL X READ (Y READ) (TRIO EAST)
LUCKY/RICKY 172 SWIRL X READ CORNER
LUG/ROK 212 SHOOT
ROK/LUG 212 Y SHOOT (TRIO EAST)
LEE/RAM 228 X DRAG SWING (NASTY)
RAM/LEE 288 FLAG FLAT (EAST)
RON/LOU 339 QUICK CIRCLE/FLAT/SWING
RAM/LEE 707 ZOOM UP
LEE/RAM 775 X READ STOP
W LT/RT 806 POST FB SWING (NEAR Z OPO)
RON/LOU 838 POLE FLAT

# BOOT RT/LT FAKE FLIP 69/68 (TRIO EAST)



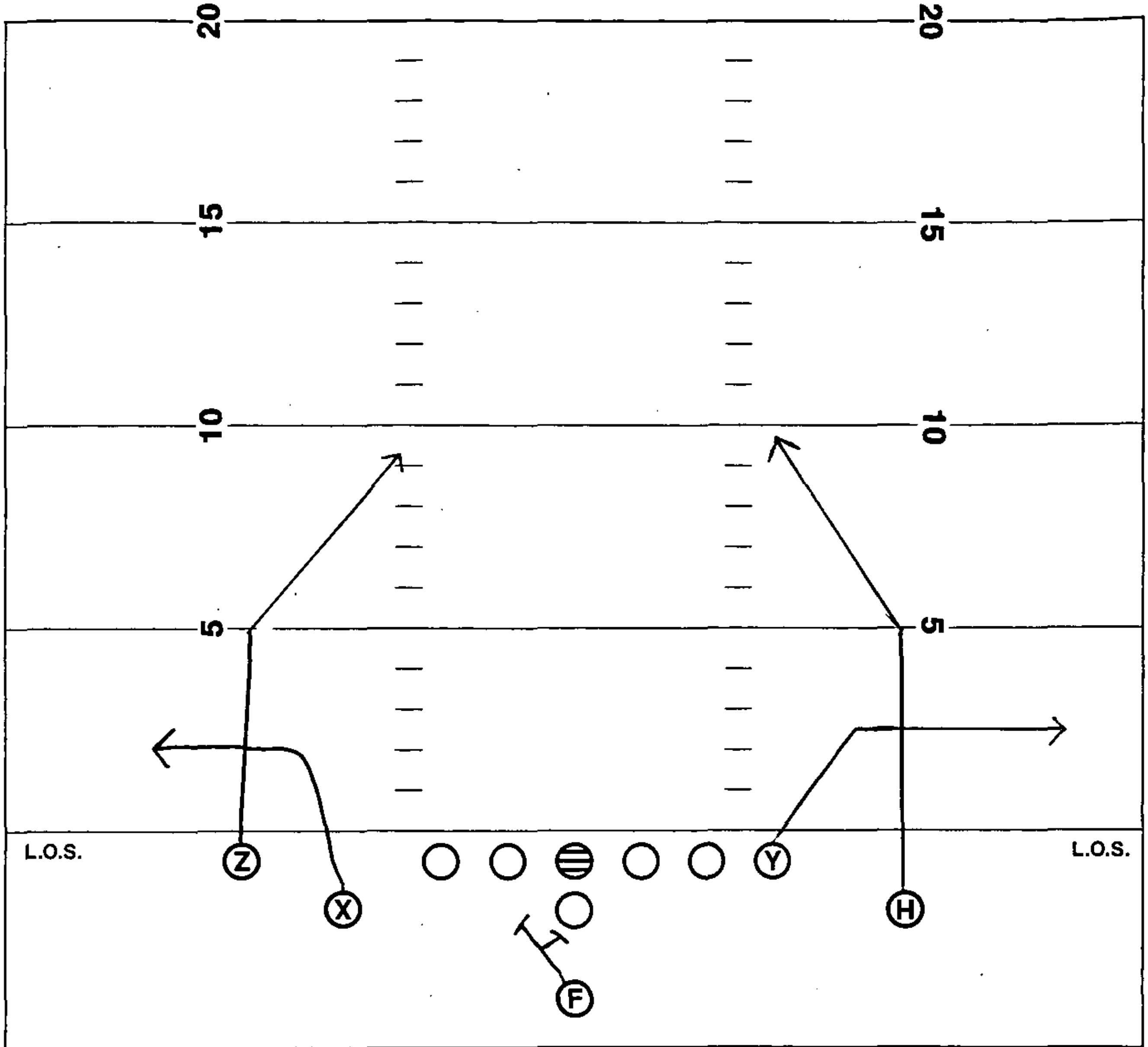

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Give ground after play action fake. Keep eyes on Backer over TE. | H- Must take an outside release to get the corner to turn his back and not see the Running Back coming into the flat. |
| FB- Fake play called. Look for F/S blitz. | X- Push up and across the field as quickly as possible. |
| | Z- Push up and across the field as quickly as possible. |
| | Y- Must quickly get two or three yards upfield and look for the ball. |

## LUCKY/RICKY 172 SWIRL X READ CORNER (Y TO UP)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Alert for any S/S blitz. Work best look side.<br>vs. Cover 8 think X down the middle, to Z, to Y.<br>vs. Cover 3, work HB, to Y, to FB.<br><br>HB- No check release.<br><br>FB- Must check Rover, Sam and S/S before looping. | X- Must push upfield to given depth. Read the coverage. If Cover 8 and the DB plays outside position, you must break to middle. If DB plays inside position break to the corner.<br>vs. any three deep zone or man coverage, break to the corner.<br><br>Z- Run the route called. Stays on vs. all coverages.<br><br>Y- Take outside release. Push to outside edge of numbers, then work back inside.<br><br>H- Release inside of Y. Get open to corner.<br><br>F- Double check, then loop to Y side. |

# ROK/LUG 212 Y SHOOT (TRIO EAST)



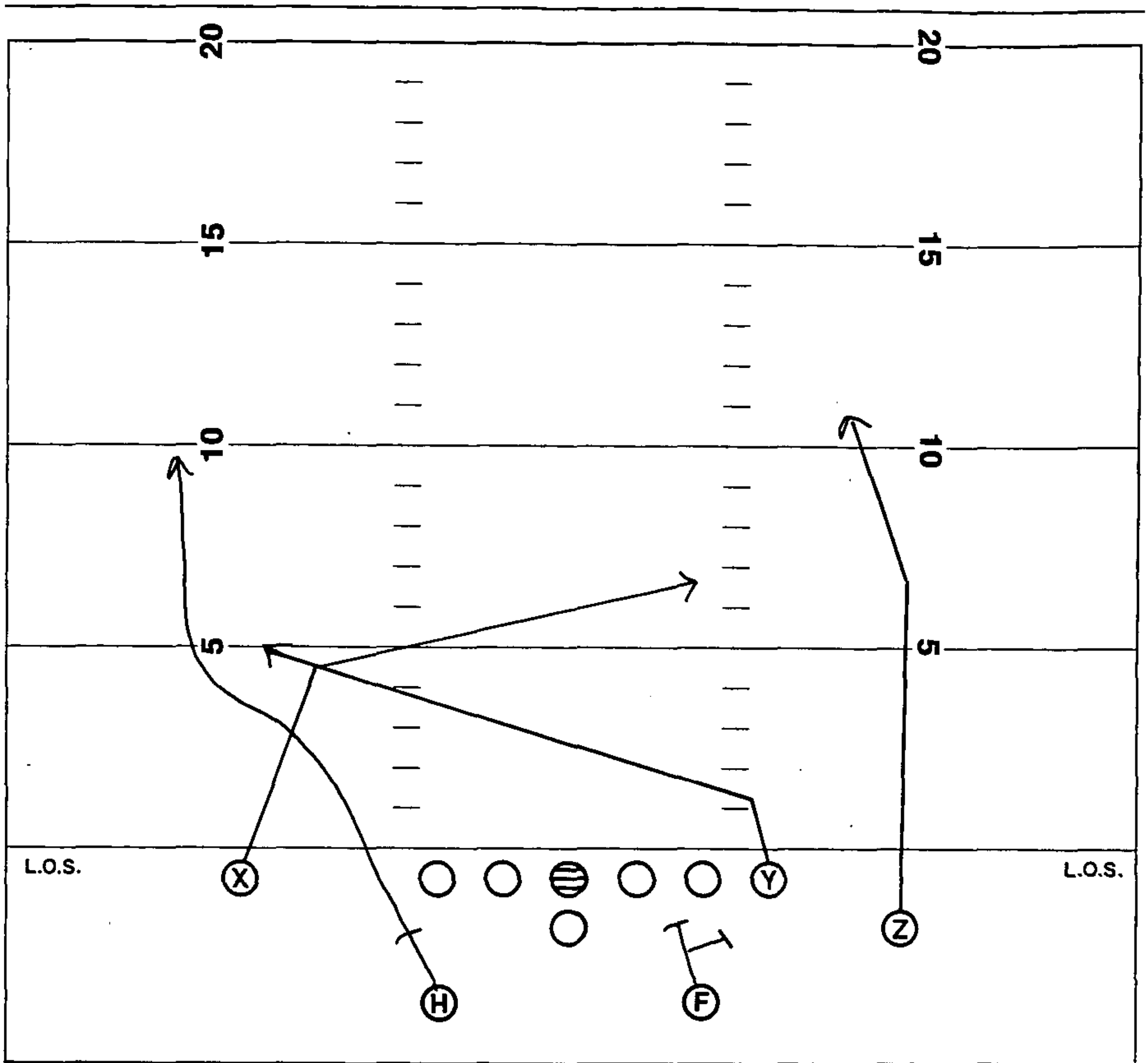

## NOTES

QB- Work best look side.

## ROUTE ADJUSTMENTS

Z & H- vs. any bump coverage, start outside on Fade Route. at 4½ yards upfield, come back underneath the corner.

# LEE/RAM 228 X DRAG SWING (NASTY)

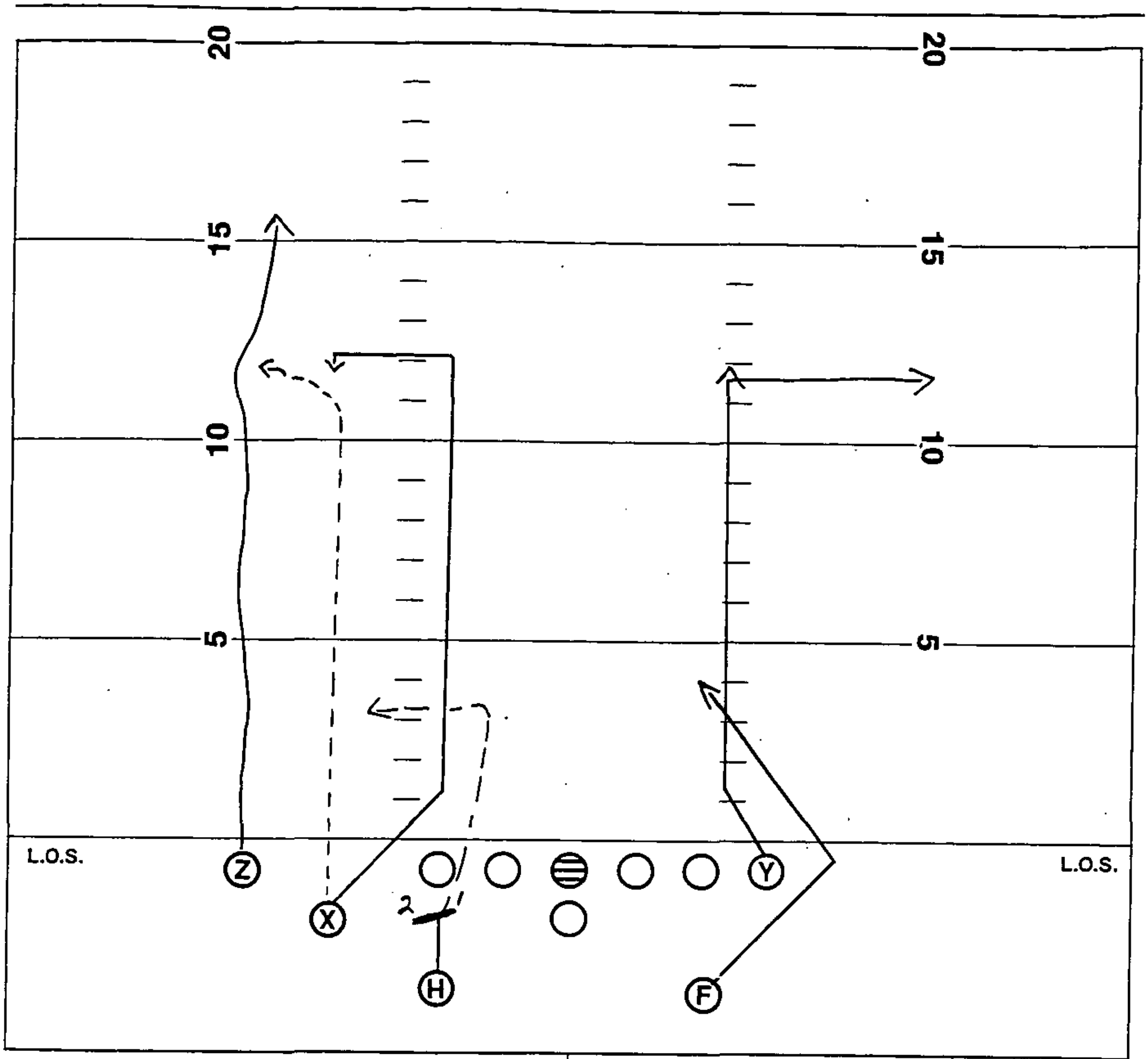



## NOTES

QB- Any man coverage, work H swing to Y. Any zone, think about one of the two crossing routes.

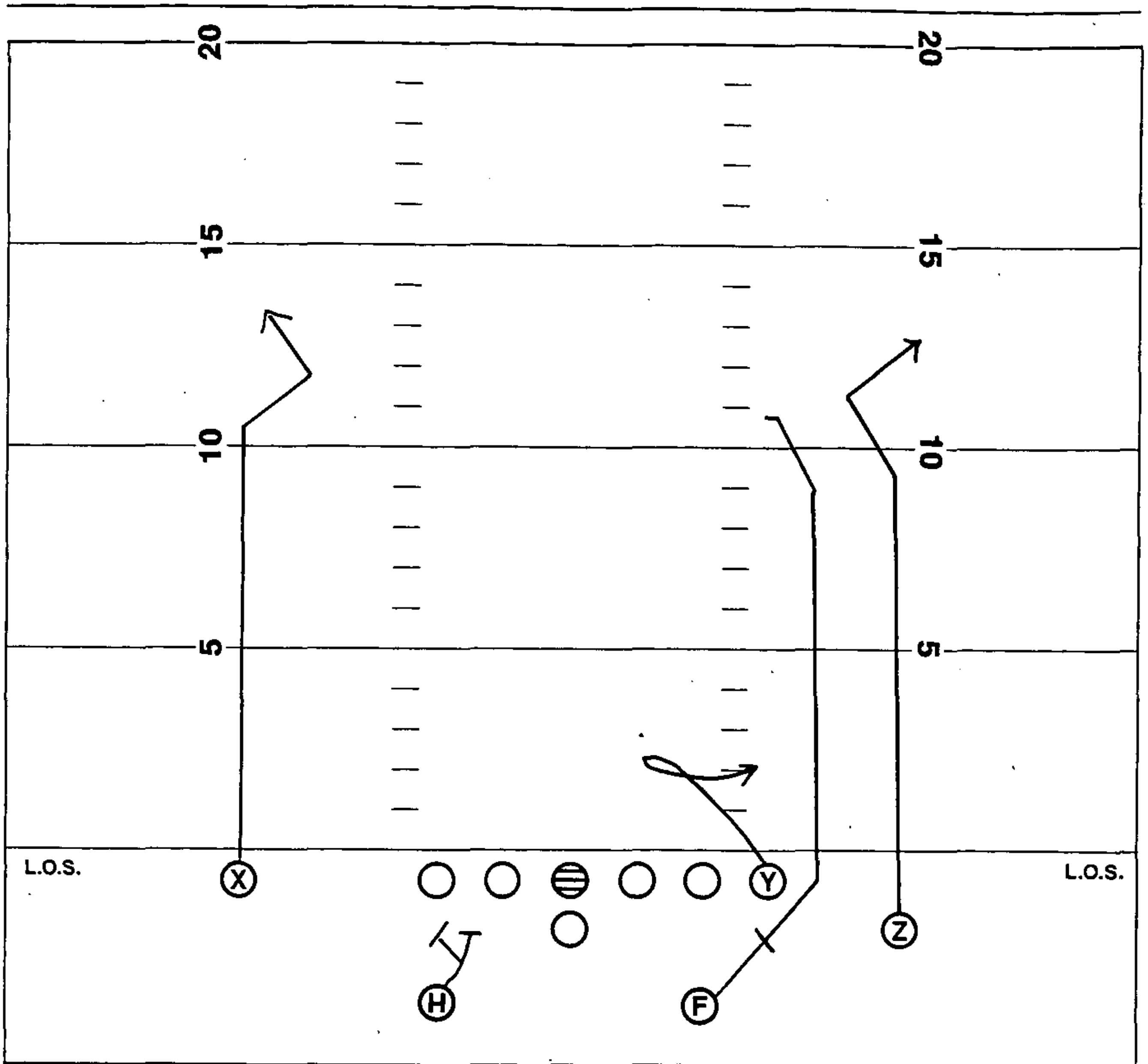
## ROUTE ADJUSTMENTS

# RON/LOU 339 QUICK CIRCLE/FLAT (EAST) X OPO



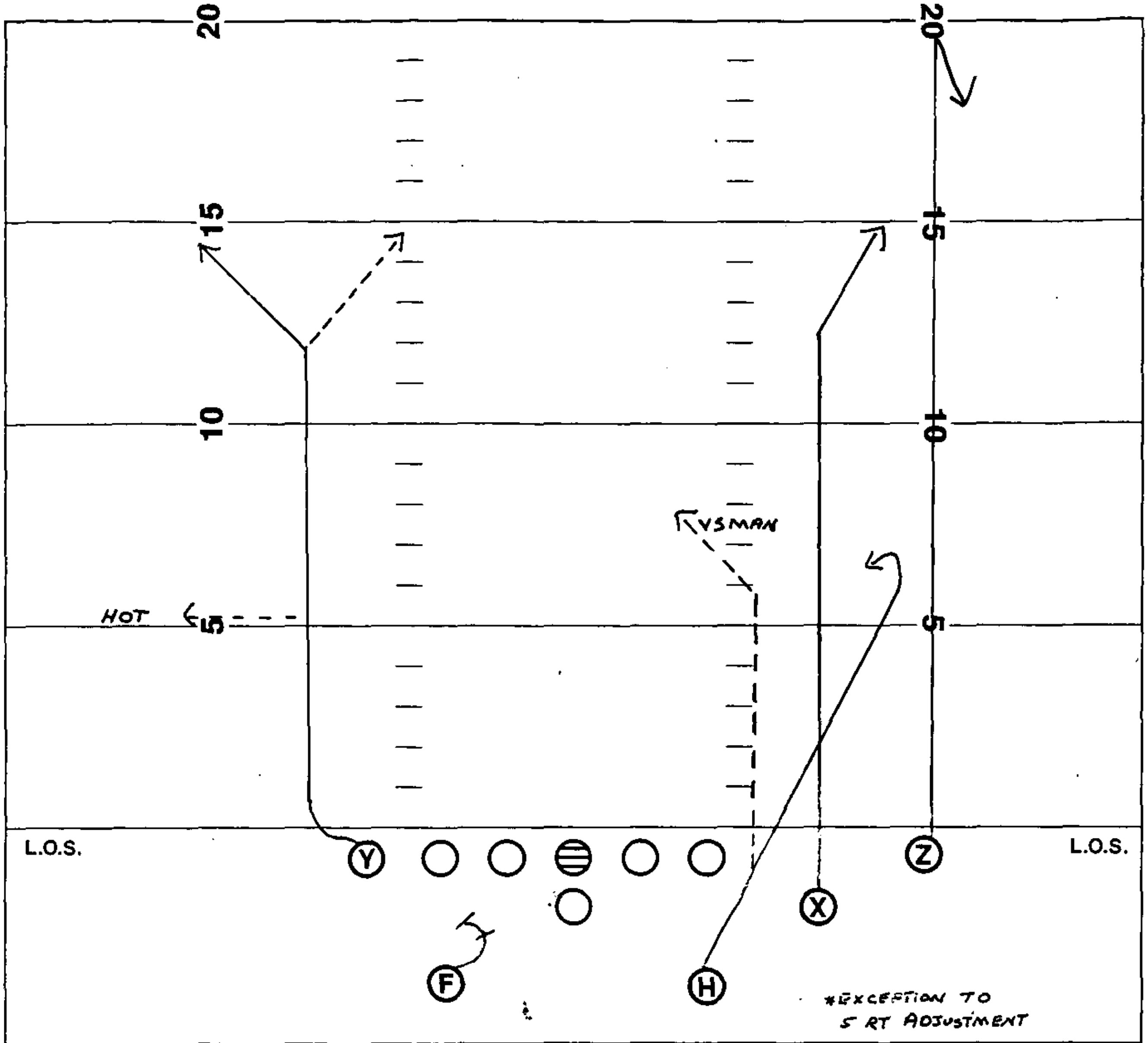

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Start with eyes on Z Receiver. Any man bump, work Z and X. Any zone look, work F to Y. | X- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out. |
| HB- Must check Mike, Will, to F/S before running a check thru route. Your route is only to occupy the Inside Backer your side. | Z- Run 9 Route. Get open vs. bump coverage. |
| FB- Get width on route, make it look like the start of a flat route. | Y- Must push down inside on the first Inside Backer. Get upfield to given depth, then work out. |
| | FB- Push across the LOS about one yard, then break across the middle. |

## RAM/LEE 707 ZOOM UP




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Any man coverage, work the Receivers vs. Cover 8, work F to Y.<br><br>Any other zone, look for Y over the middle. | X & Z- Routes stays on vs. all coverages.<br><br>Y- vs. man coverage, work to opposite hash, then back toward your original alignment.<br><br>vs. zone hook up over the ball.<br><br>FB- Release outside the TE and run down the middle.<br><br>vs. man run thru the F/S<br><br>vs. no F/S come to the middle of the hashes. |

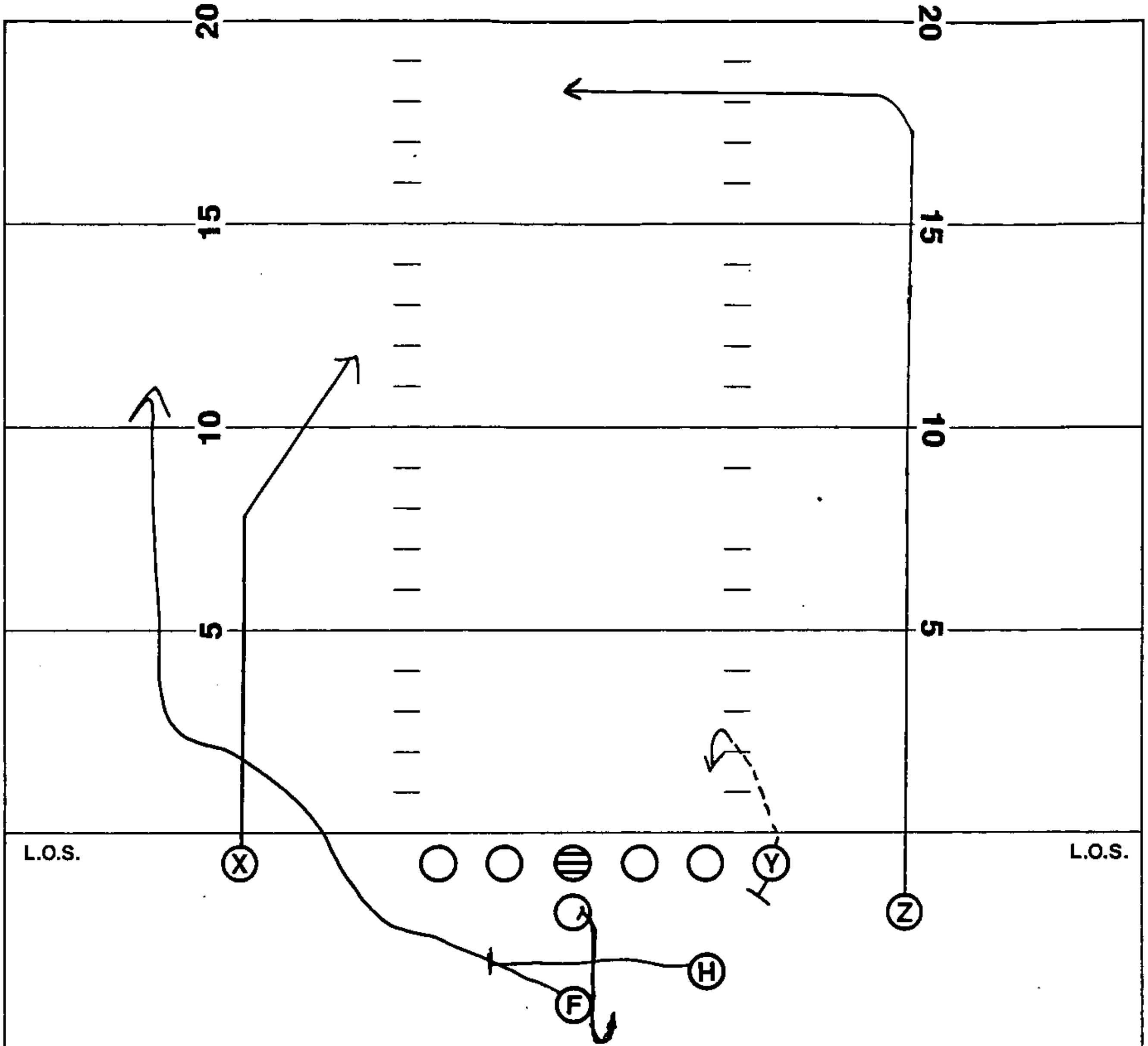
# LEE/RAM 775 Y READ STOP




**NOTES**

**ROUTE ADJUSTMENTS**

## W LT/RT 806 FB SWING (NEAR Z OPO)



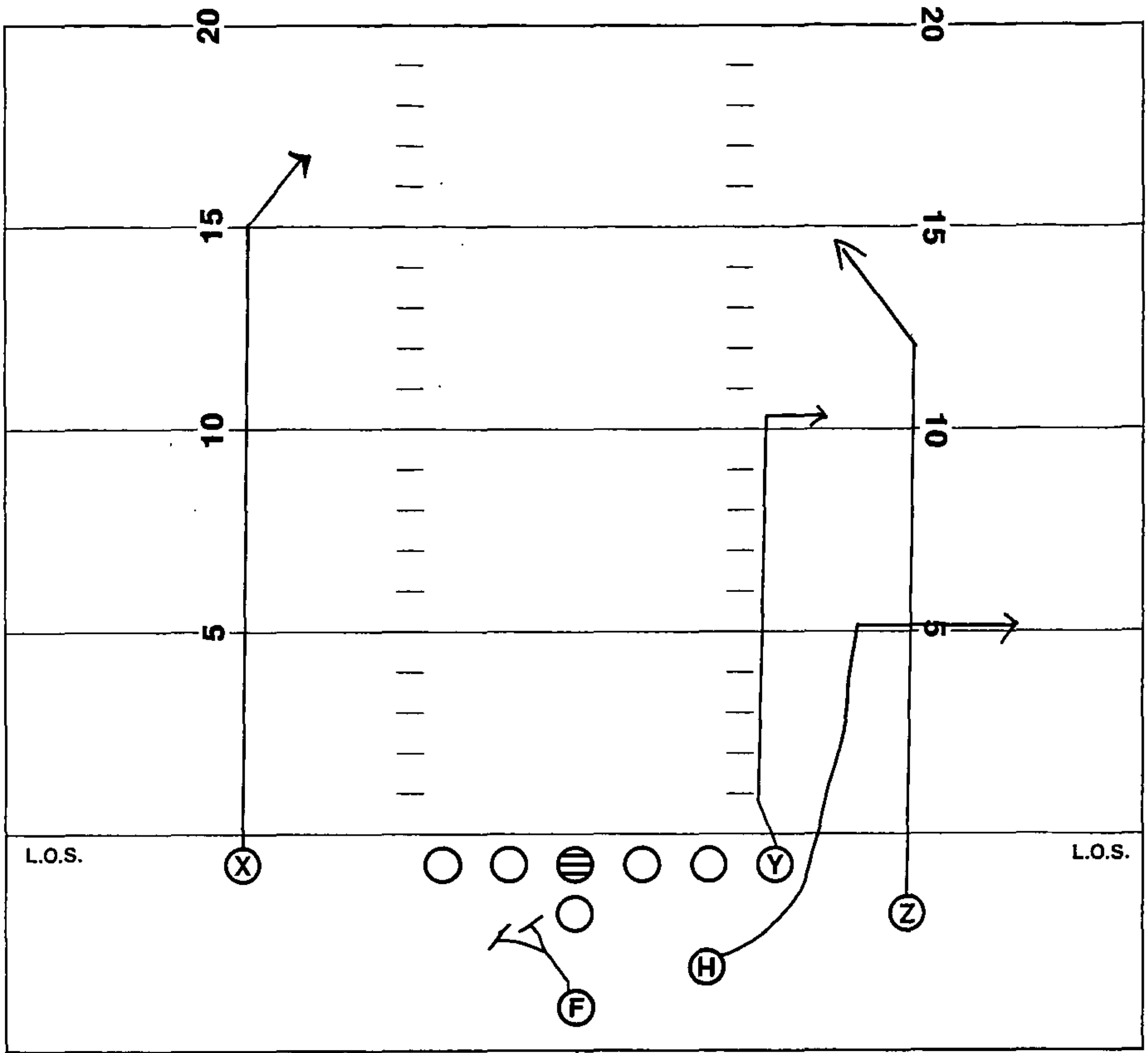

**NOTES**

QB- Any man coverage, work 8 Route to swing.

vs. all zone, you must think Z to Y.

**ROUTE ADJUSTMENTS**

# RON/LOU 838 POLE FLAT




**NOTES**

QB- any man coverage, work Z to H to Y.

vs. 3S, try to hit Z throwing the ball off the back side of the S/S.

Any time the F/S work strong, think about X on his pole. Any Cover 8, work Y to H.

X & Z- Remember to align wide.

H- Remember to work toward the outside shoulder of the person responsible for the flat area.

**ROUTE ADJUSTMENTS**

X- Run your pole deeper. 15 yards as opposed to 13 yards.

Z- Run 8 pole.

Y- Must push down to first Inside Backer. Work up to given depth, then work out.

# THE LOS ANGELES RAIDERS

## HURRY UP OFFENSE

The "Hurry-Up Offense" is a no huddle offense which enables us to use the 45 second clock to call our plays at the line of scrimmage. It is used as a surprise element and to keep the defense from substituting. The QB will set the backs and give an "A", "B" or "C" call designating snap count.

Cadence:

"A"- Snap ball on "Settt Hut"
"B"- Snap ball on "Two"
"C"- Snap ball on "Three"

CALLING PLAYS: (EXAMPLES USING "3 DIGIT" SEQUENCE)

**RUNS**

| PLAY | CALL | FORMATIONS |
|---|---|---|
| FLIP 18/19 Y LEAD | 180/190 | I/FULL I |
| 69/68 BOOM | 69/68 | FAR |
| 16/17 BOB TREY O | 160/170 | FULL |
| FLIP 19/18L | 190L/180L | HALF I |

**DRAWS/SCREENS**

| PLAY | CALL | FORMATIONS |
|---|---|---|
| H DRAW 300/200 | PISTOL 300/200 | NEAR/I |
| MIDDLE SCREEN 0/1 | SMOKE 0/1 | FULL |
| SCREEN LT/RT | SMOKE 900/800 | FAR/FULL |

**PASSES**

| PLAY | CALL | FORMATIONS |
|---|---|---|
| SCAT MID 303 DBL SPOKE | SCAT 303 | FULL |
| LOU/RON 903 SPOKE | LOU 903 | FAR |
| RAM/LEE 444 FLAT | RAM 444 | HALF I |
| RAM/LEE 866 CHOKE | RAM 866 | NEAR/FULL |
| RON/LOU 333 FLAT | RON 333 | FULL |

**PLAY ACTION**

PLAY

K-LEE 628
W-4Ø8, 5Ø8, 6Ø8 FLAT

THE LOS ANGELES RAIDERS

# TWO MINUTE OFFENSE

## Drop Back

RON/LOU 333 QUICK CIRCLE/FLAT/CIRCLE
LEE/RAM 545 STOP
LEE/RAM 685 PRESS
RAM/LEE 679 DIG FLAT
RAM/LEE 844 LOOP/FLAT
RAM/LEE 866 CHOKE
LOU/RON 903/309 SPOKE
KEY 999 A SEAM B DELAY

## Deceptives

SCREEN LT/RT (TE RUN 4 ROUTE)
MIDDLE SCREEN 0/1
F & H DRAW 3/2
B DRAW LT/RT

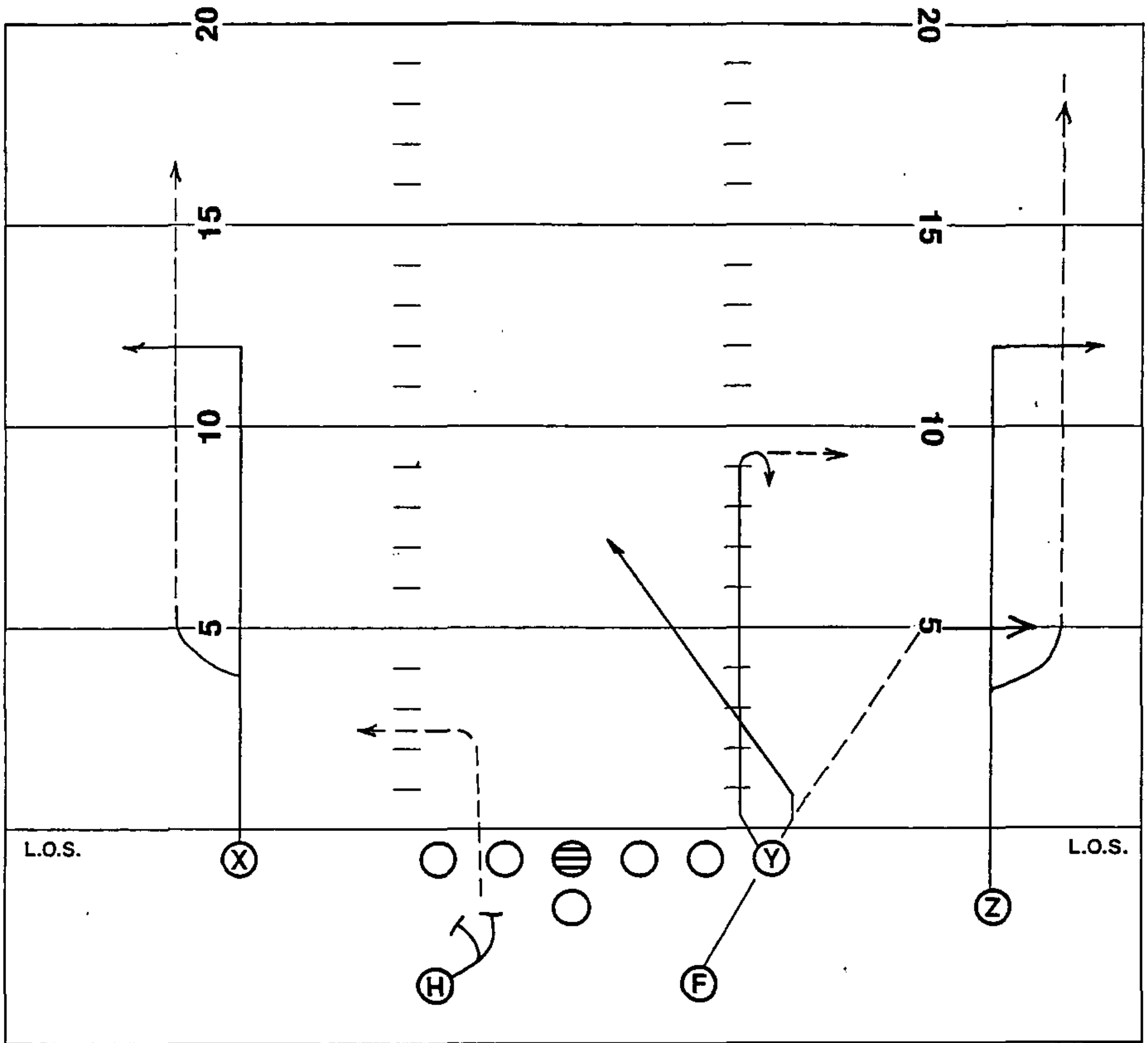
## Kill Clock

QUICK 191 (RALLY-KILL CLOCK)

## Desperation

KEY LEE/RAM 496 PRESS
LEE/RAM HAIL MARY (Z-5)
LEE/RAM FLEA FLICKER

# RON/LOU 333 QUICK CIRCLE/FLAT/CIRCLE




## NOTES

Y: TE Must always work off the first inside backer.

FB On quick circle get across the L.O.S. before breaking.

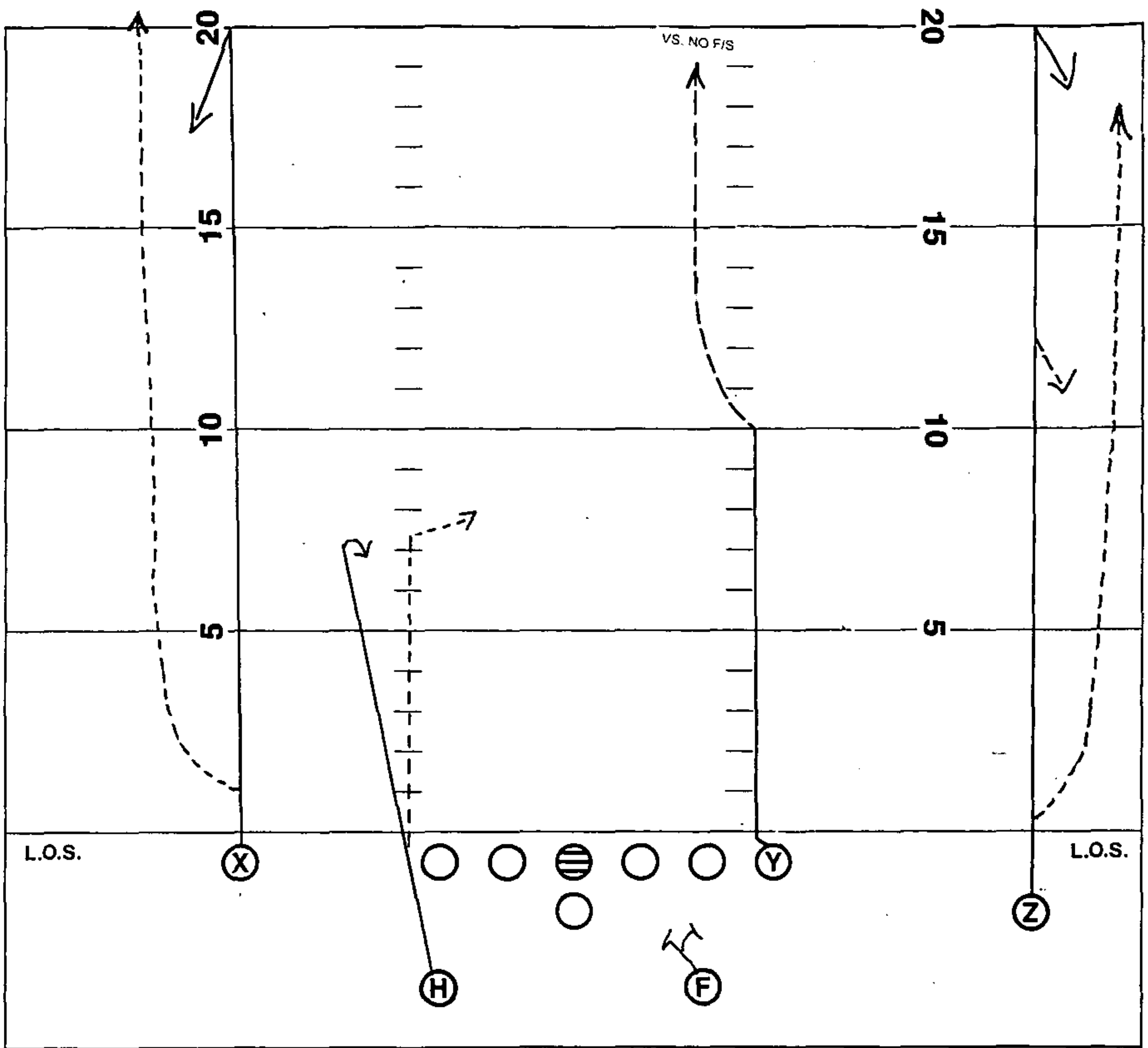
On flat route work at outside shoulder of person responsible for flat area.

## ROUTE ADJUSTMENTS

REC. Run 9 routes vs. press coverage.

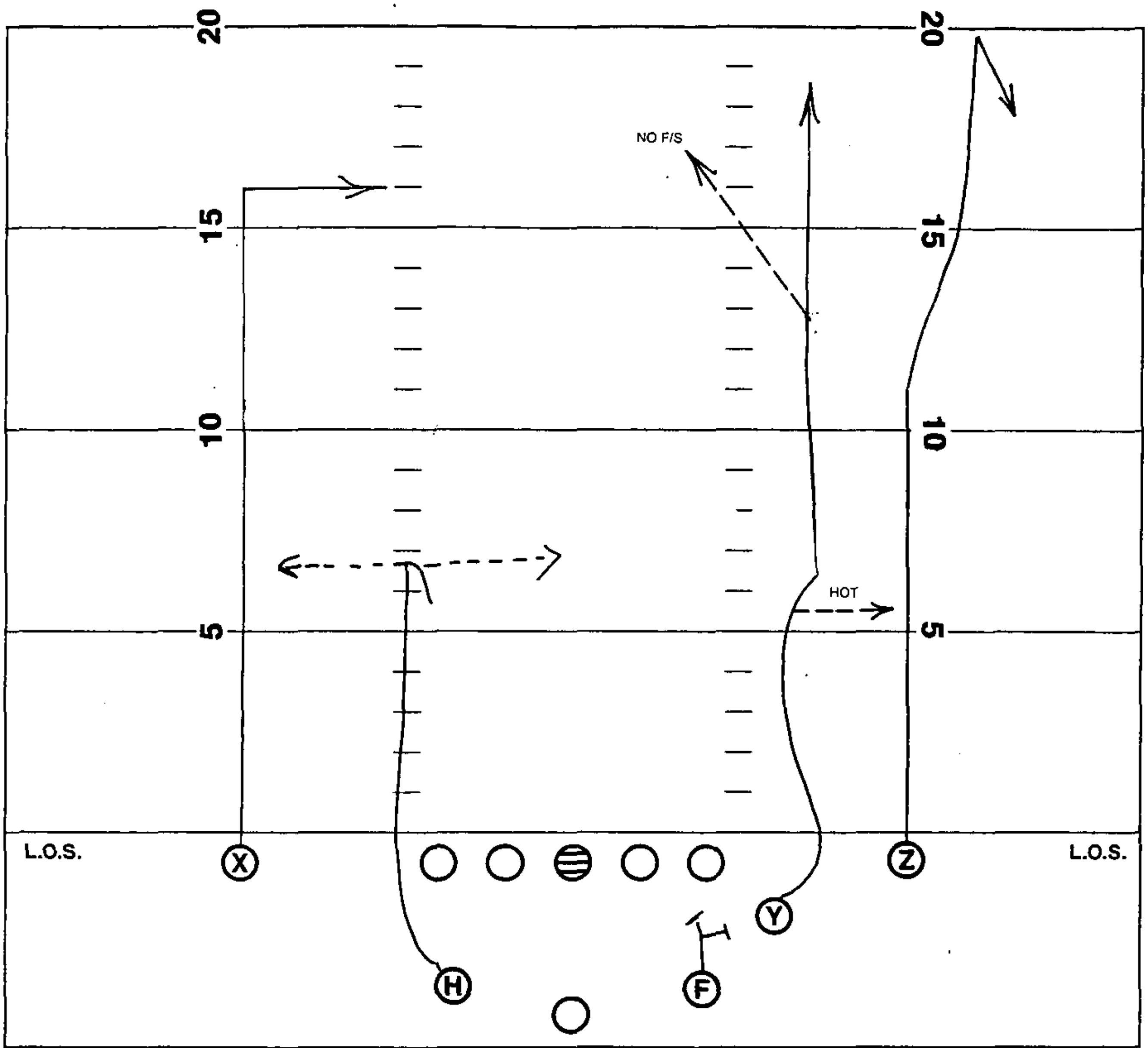
Run routes vs. bail technique by corner.

# LEE/RAM 545 STOP



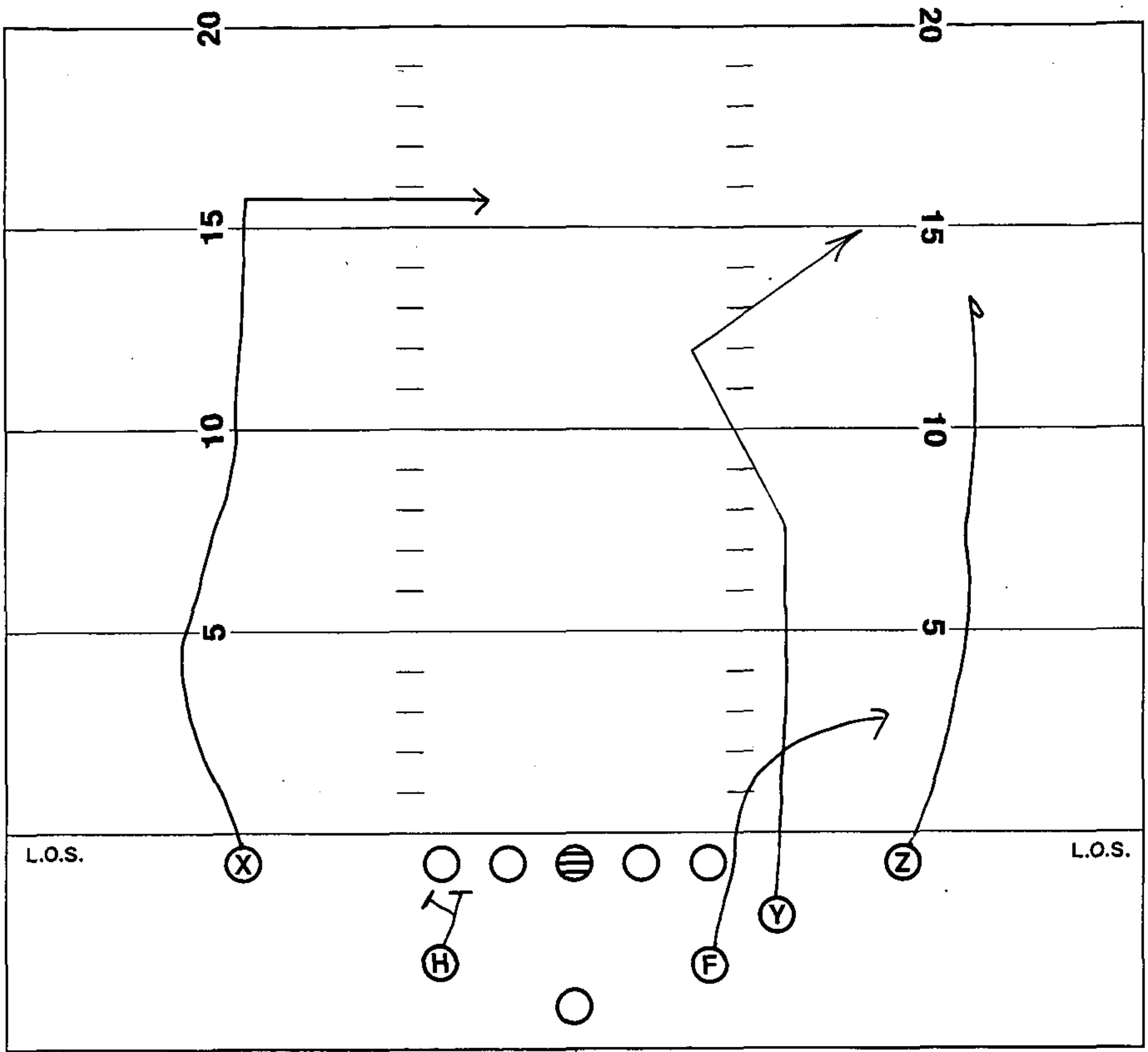

| **NOTES** | **ROUTE ADJUSTMENTS** |
|---|---|
| QB- Work to outside Receivers vs. any soft coverages. Any Cover 8 look, work TE down the middle to Z to X.<br><br>Remember H is always your dump off man. | X & Z- Run 9 Route vs. Bump coverage.<br><br>Y- Run a 4 Route unless you see no F/S. Whenver there is no F/S, run a 9 Route.<br><br>H- Run a Hook vs. Zone. Break Inside vs. Man. |

## LEE/RAM 685 PRESS




| **NOTES** | **ROUTE ADJUSTMENTS** |
|---|---|
| QB- Work to best look side. If working weak, work X to H. If working strong, work Y to Z. | X & Z- Run route called.<br><br>Y- Run wide 8 Route. No F/S break to the middle of the field. vs. S/S blitz run hot route.<br><br>H- Attack the Mike Backer vs. any man coverages. Hook in the hole vs. any zone coverage. |

# RAM/LEE 679 DIG FLAT




## NOTES

QB- Work the Z to Y to FB. If all fails, remember X is crossing late.

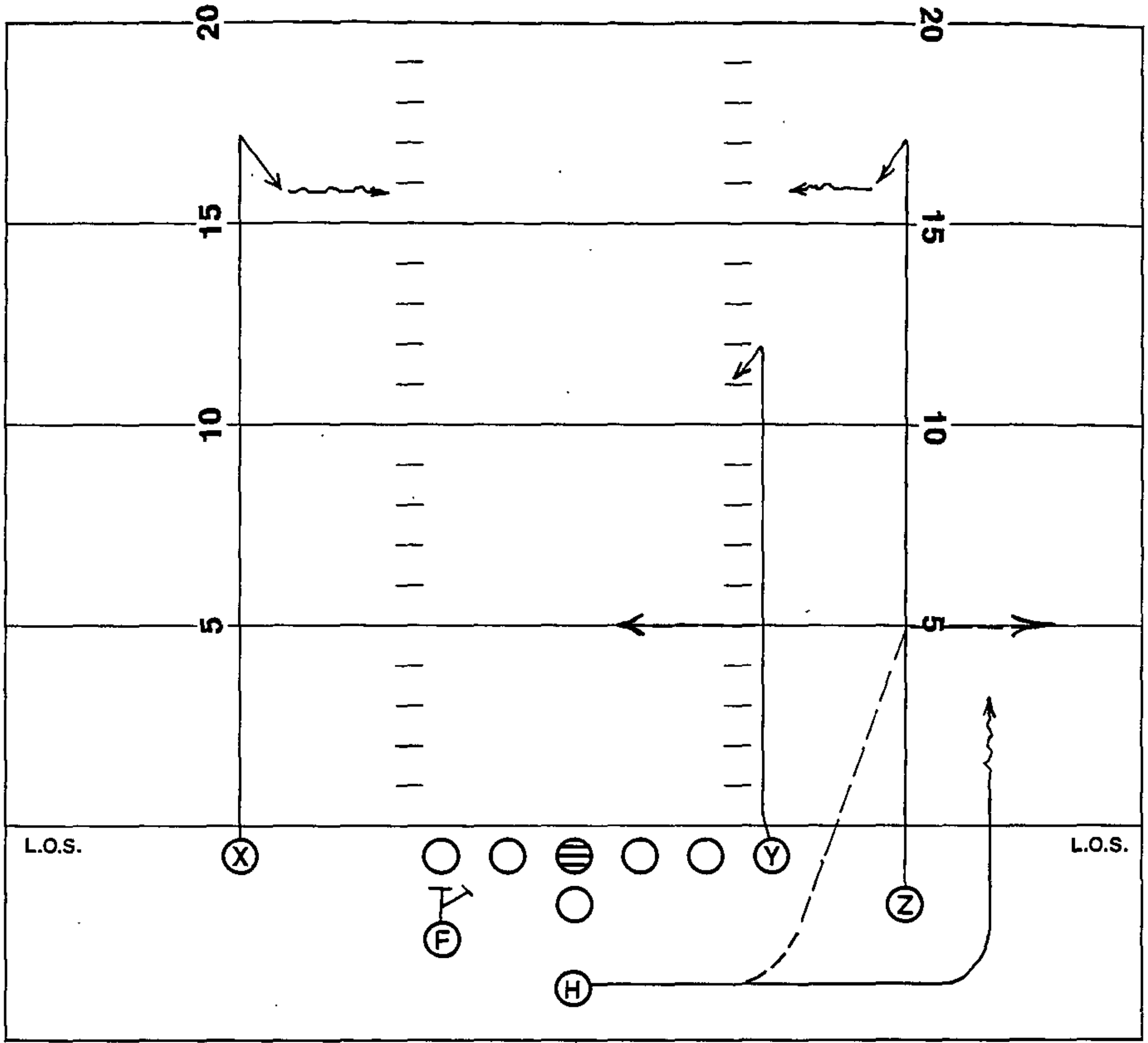
## ROUTE ADJUSTMENTS

X & Z- Run routes called.

Y- Run Dig Route down to inside the hashes.

F- Attack the outside shoulder of the person responsible for the flat.

# RAM/LEE 844 LOOP/FLAT (CONVERT)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|

Rec. If the QB says convert in huddle and the defense plays Cover 8 we will adjust to 7 routes.

Y. A 4 run away route is a 7 yard 6 route.

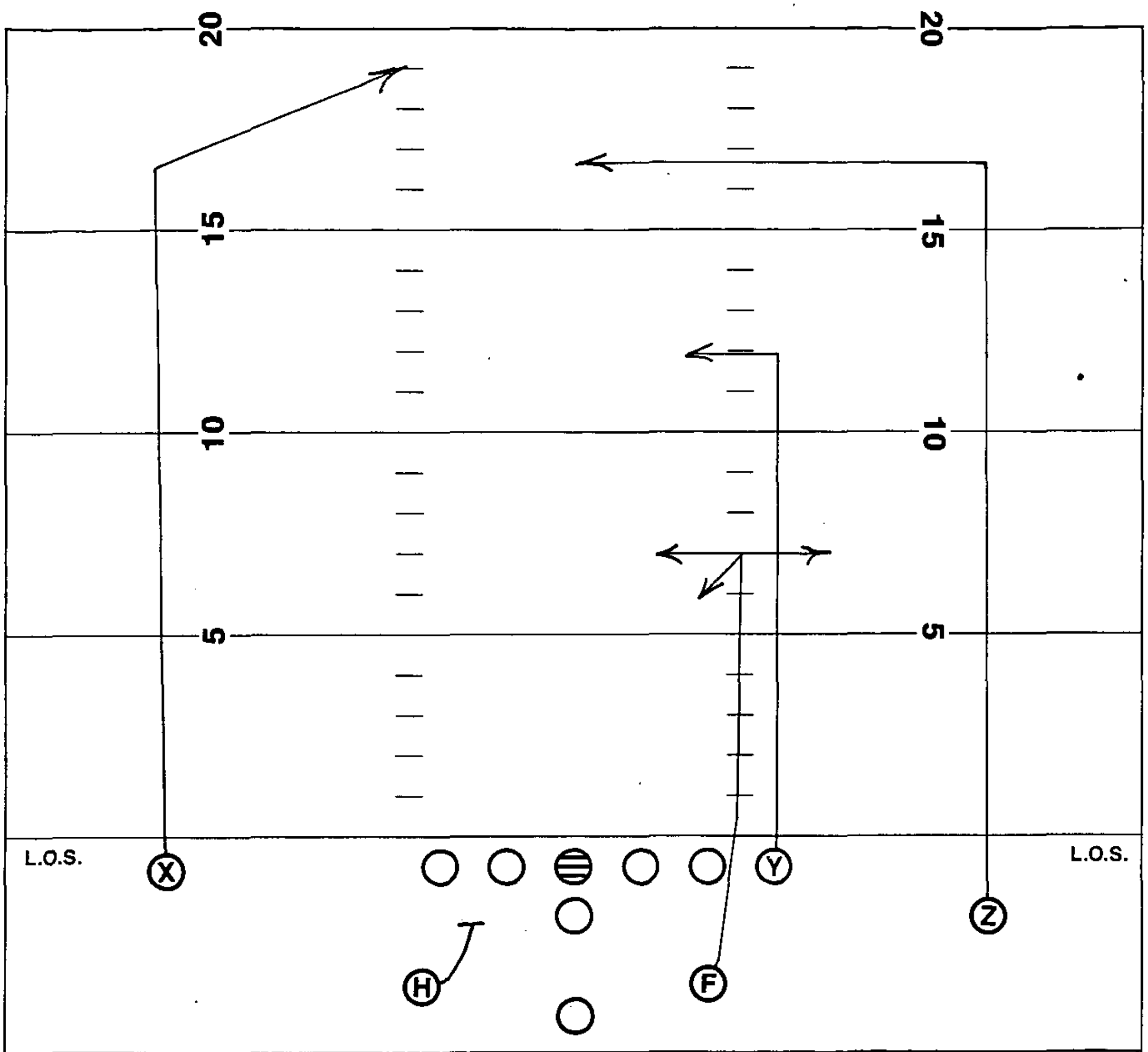
X & Z Routes stays on vs. all coverages unless QB calls convert in huddle.

Y. Runs 4 route unelss he gets a bump coverage. Vs. bump coverage the route turns into a 4 run away.

HB On loop route get depth as your release on pattern.

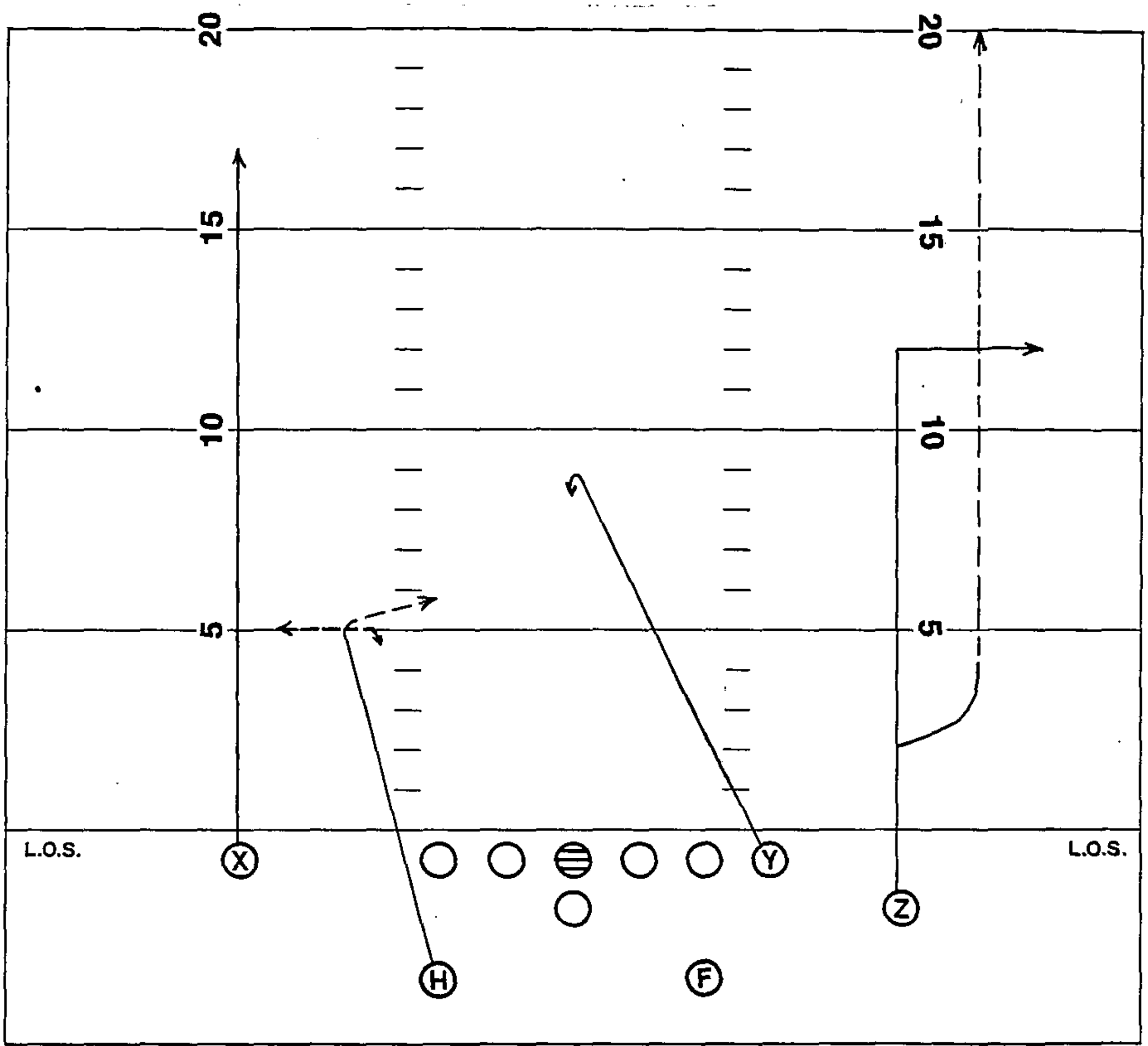
On flat route work at outside shoulder of person responsbile for flat area.

# RAM/LEE 866 CHOKE



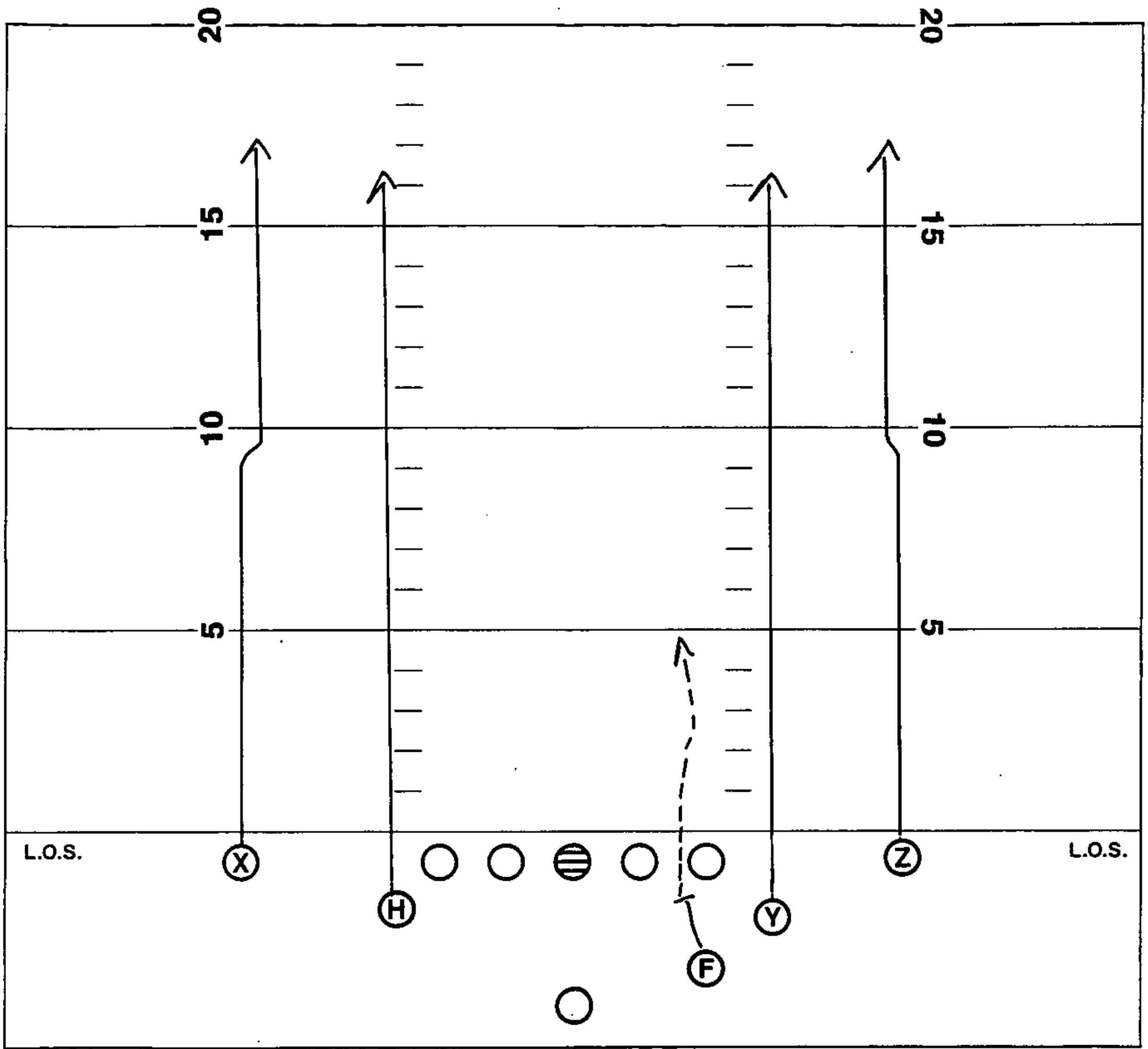

| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| QB- No middle safety, throw the 8 Route. Any other look, work Y to Z to FB. | X,Y, Z & F- All run the route called. |

## LOU/RON 903/309 SPOKE



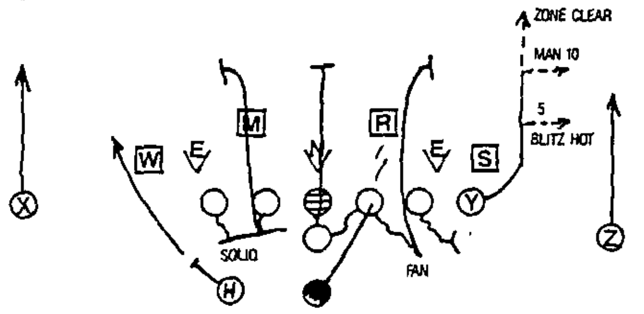

| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Z: Run 9 route vs. press coverage. Run route called vs. bail technique by corner. |
| | Y. Run back toward the center vs. man coverage. |
| | H. Get open vs. man coverage. (Inside or outside break.) |

## KEY 999 A SEAM B DELAY

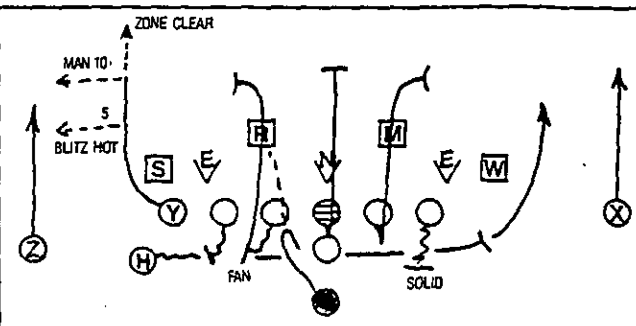



| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Work best look side. If nothing opens downfield, take the F on the delay route. | X,Y,Z,<br>H,& F- All Receivers run routes called. |

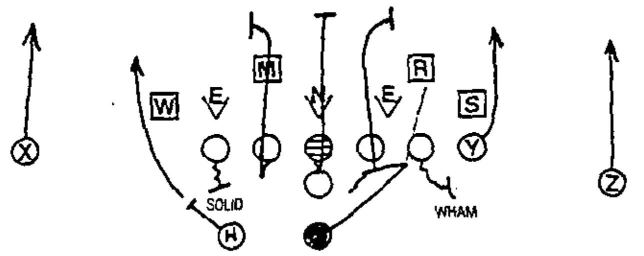
# MIDDLE SCREEN 0/1



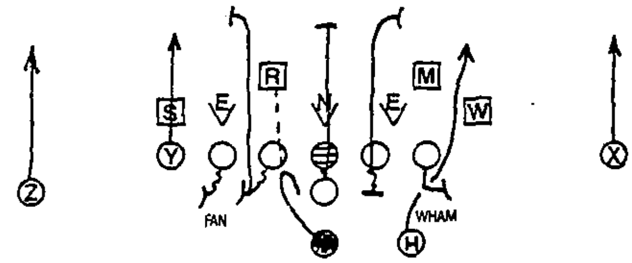

ORANGE



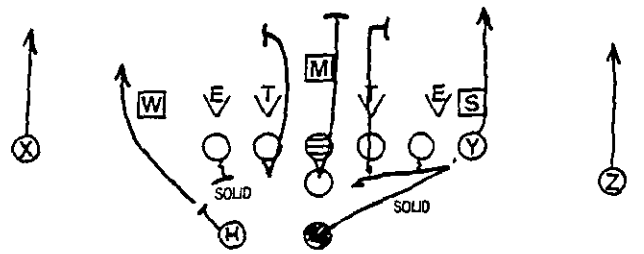

ORANGE



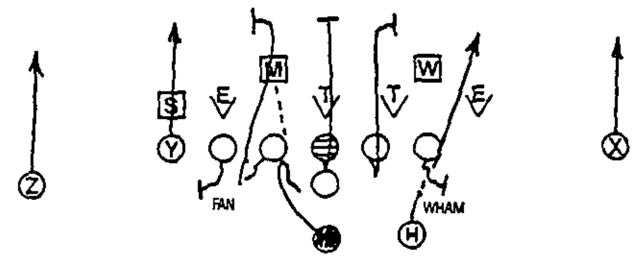

ORANGE OVER WIDE



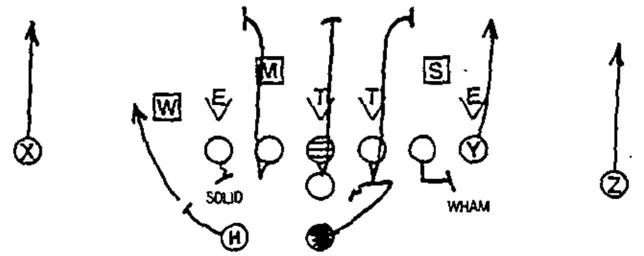

ORANGE UNDER L



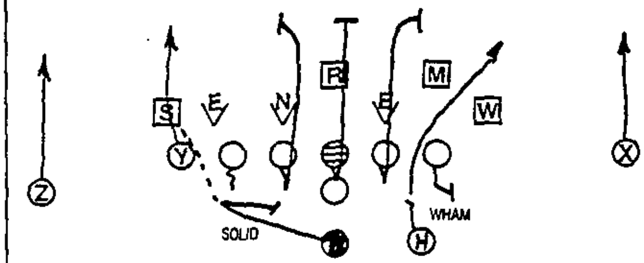

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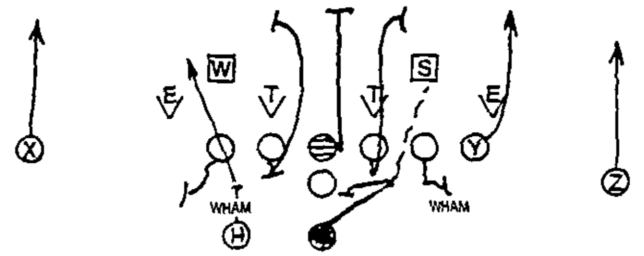

UNDER 40L



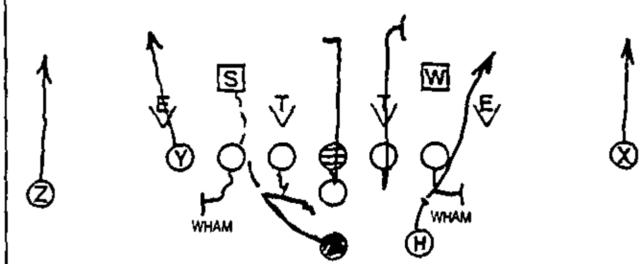

OVER WIDE




ORANGE STRONG

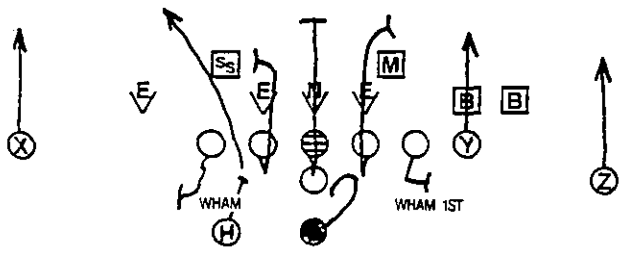


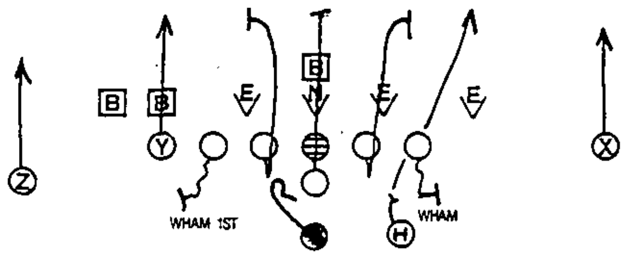

PIRATE



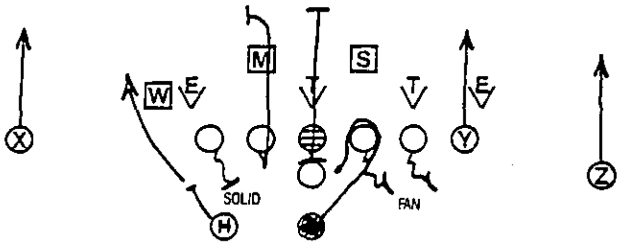

PIRATE

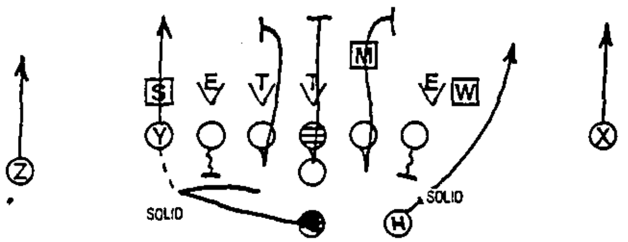
# MIDDLE SCREEN 0/1



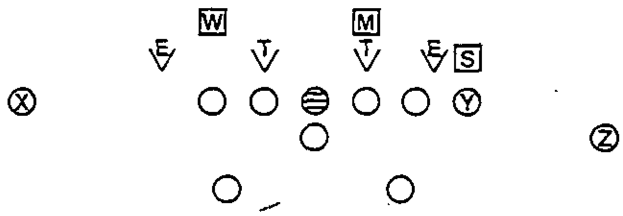

**RAIDER** | **RAIDER**




**OVER LOU** | **OVER 50**

**NOTES**





**40 L**

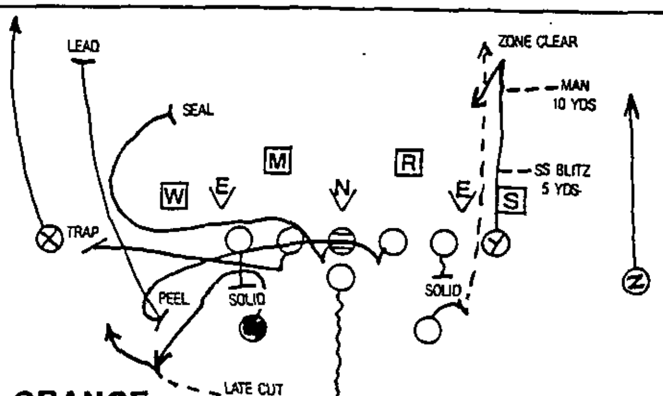
**NOTES** | **NOTES**



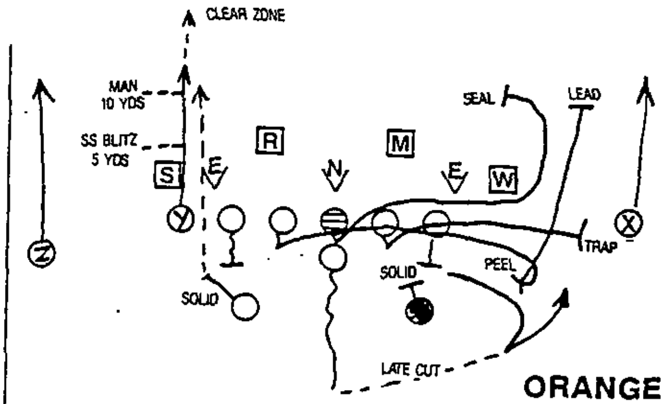


**REMARKS** | **REMARKS**

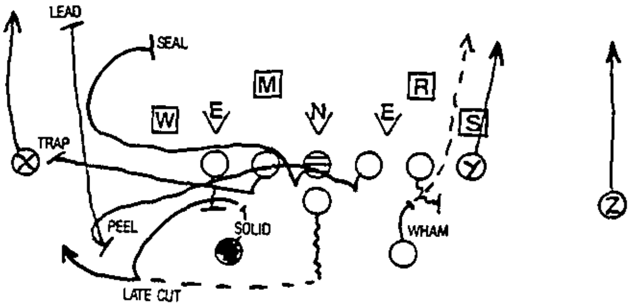
# SCREEN LT/RT (TE RUN 4 ROUTE)



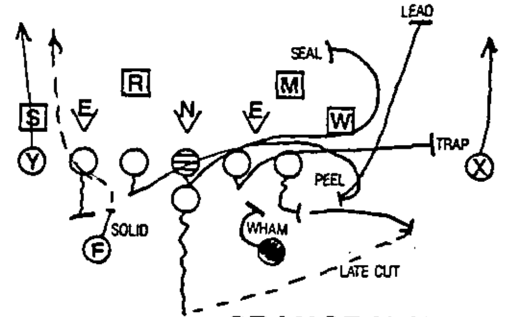

ORANGE



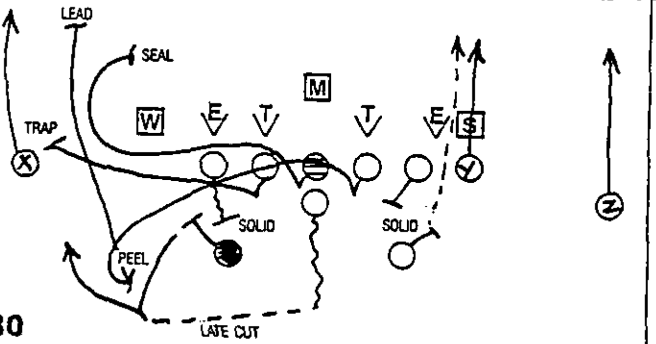

ORANGE



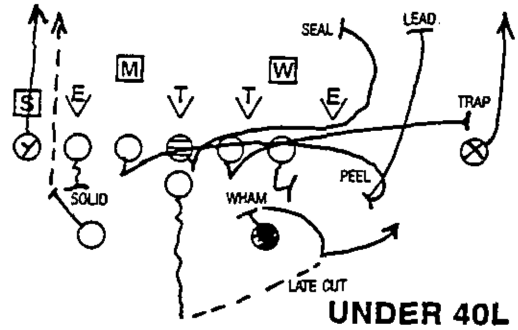

ORANGE OVER WIDE



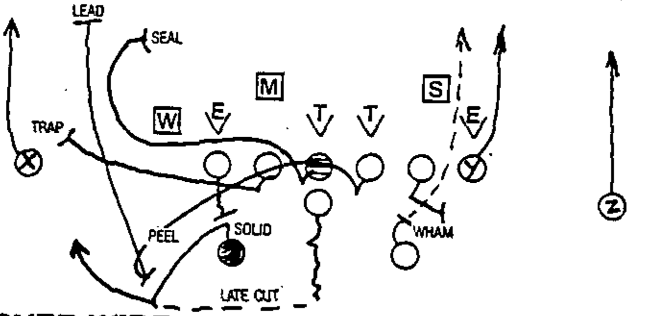

ORANGE UNDER L



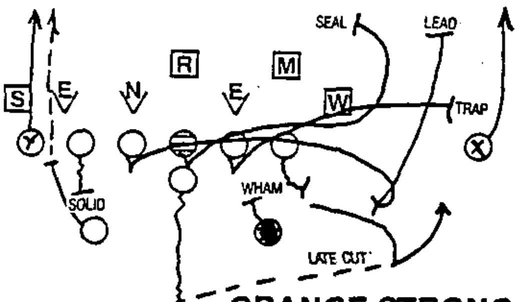

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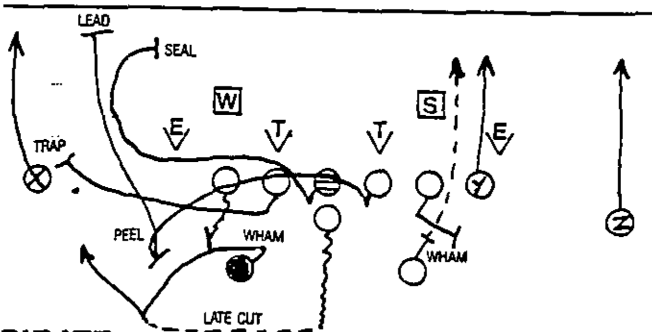

UNDER 40L



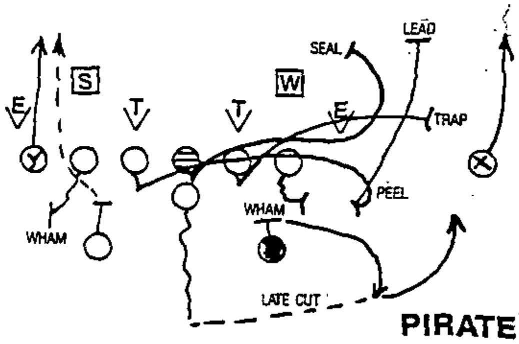

OVER WIDE




ORANGE STRONG

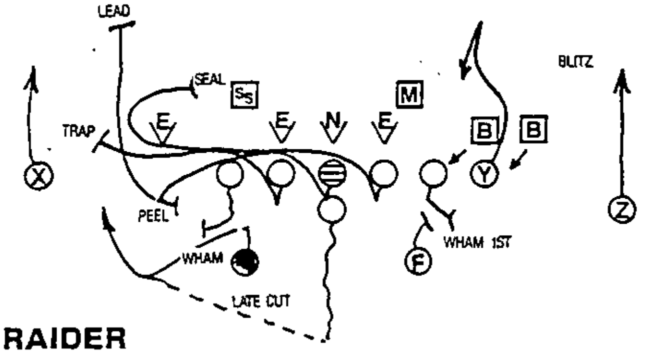



PIRATE

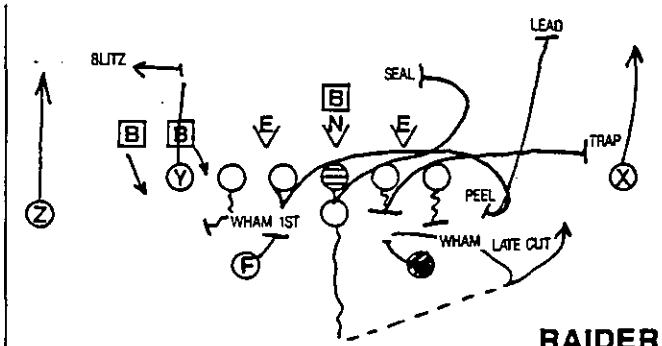



PIRATE

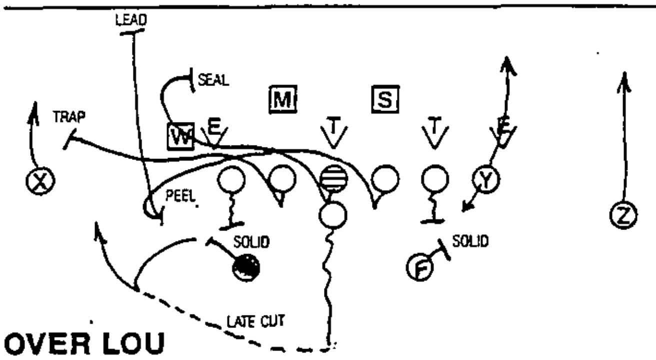
# SCREEN LT/RT (TE RUN 4 ROUTE)



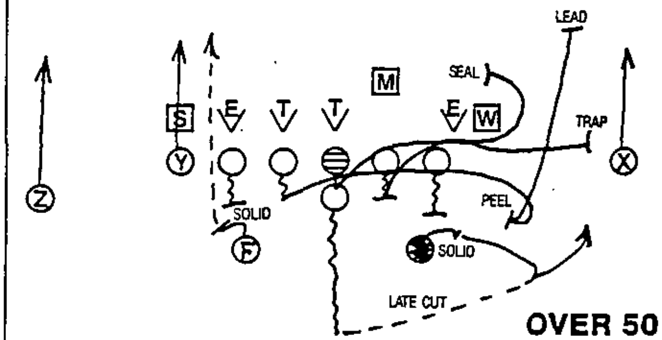

**RAIDER**




**RAIDER**

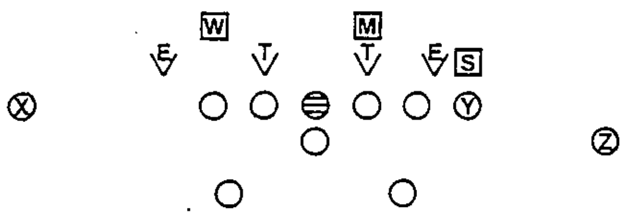



**OVER LOU**




**OVER 50**

**NOTES**



**40 L**



**NOTES**

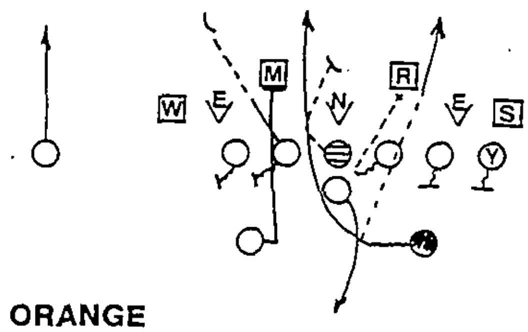
**NOTES**



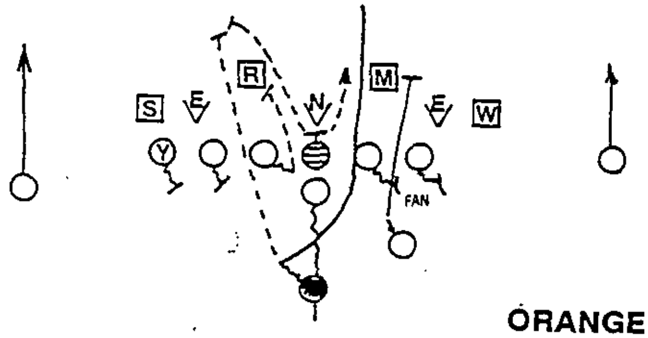


**REMARKS**

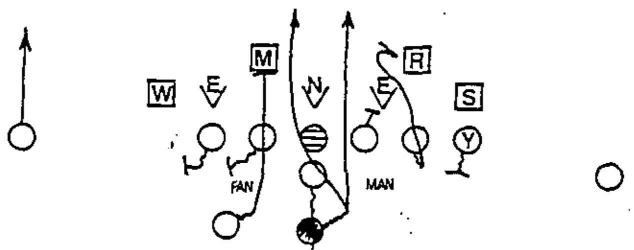
**REMARKS**



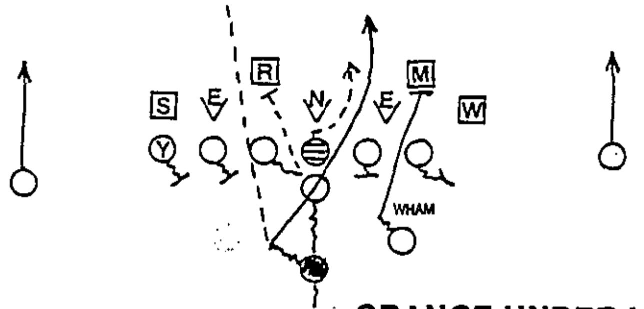

ORANGE



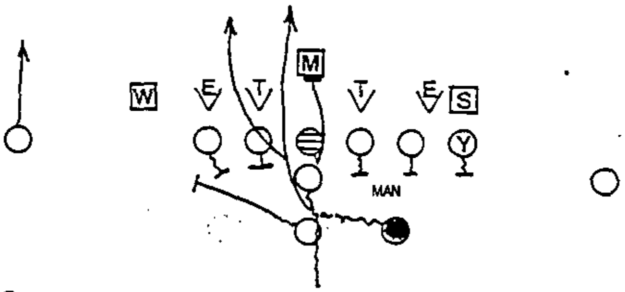

ORANGE



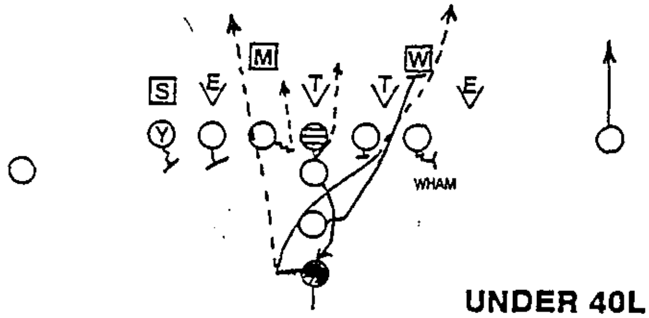

ORANGE OVER WIDE



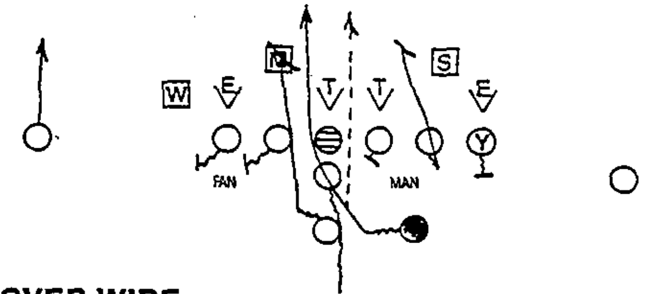

ORANGE UNDER L



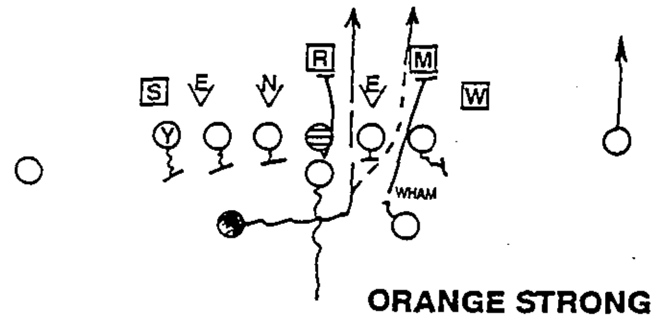

30



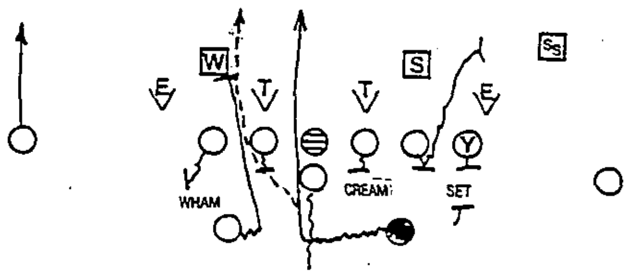

UNDER 40L



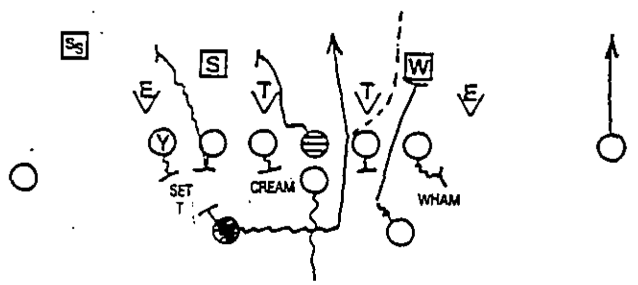

OVER WIDE




ORANGE STRONG

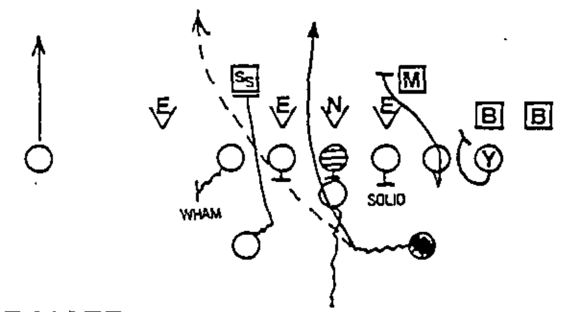



PIRATE

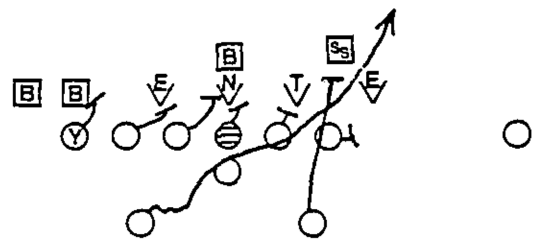



PIRATE

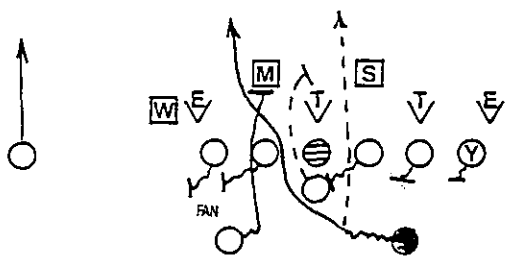
# F/H DRAW 3/2



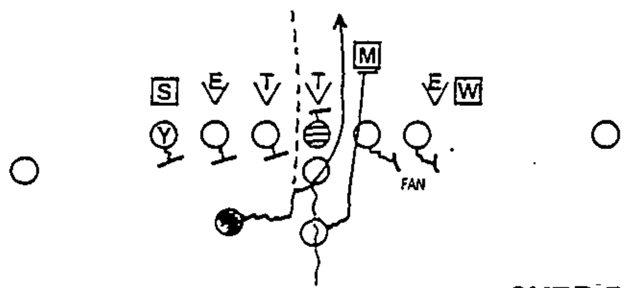

RAIDER



RAIDER

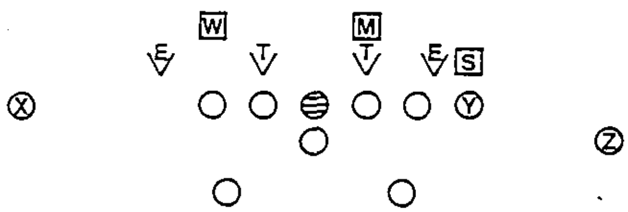



OVER LOU




OVER 50

NOTES



40 L



NOTES



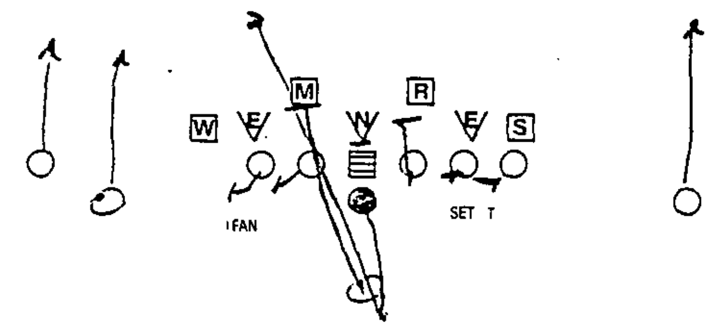
NOTES



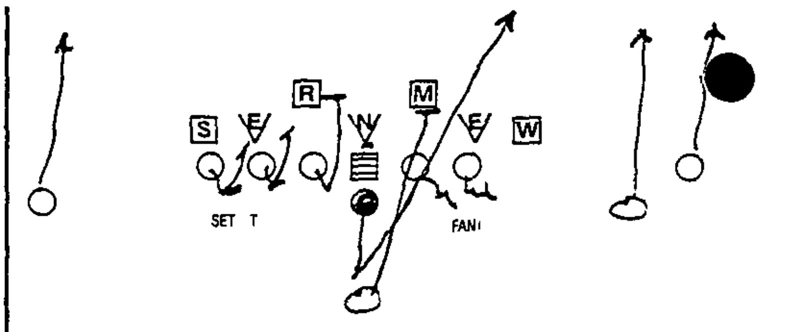
REMARKS

REMARKS

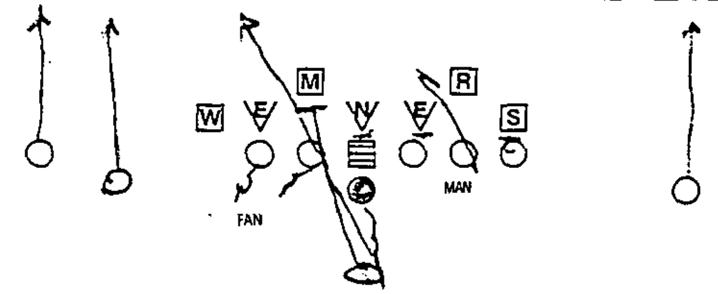
# B DRAW LT/RT



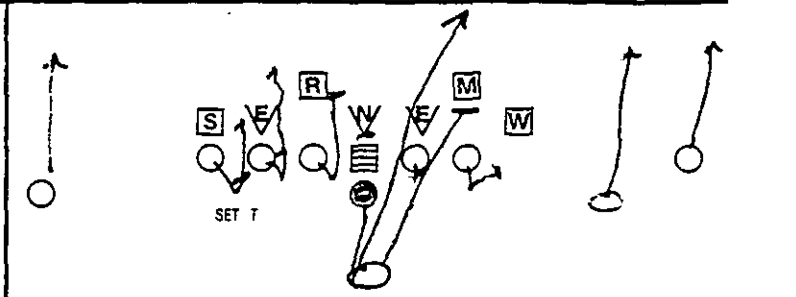

ORANGE



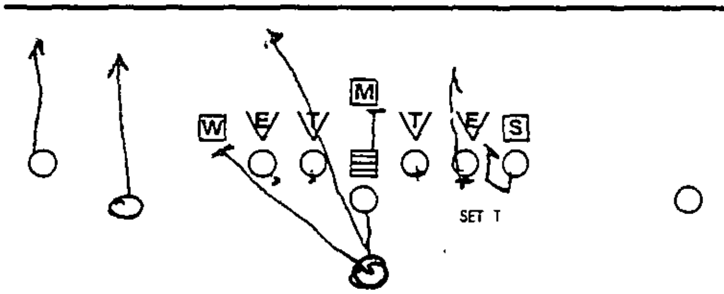

ORANGE



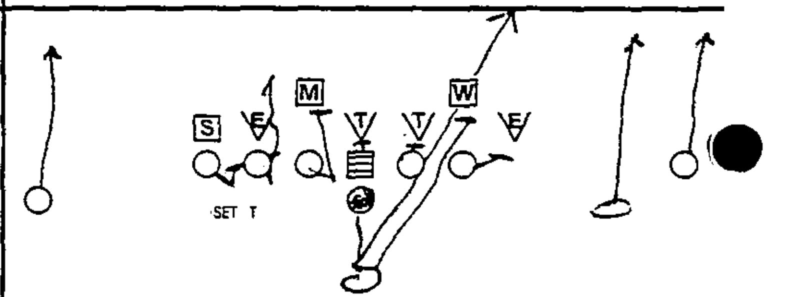

ORANGE OVER WIDE



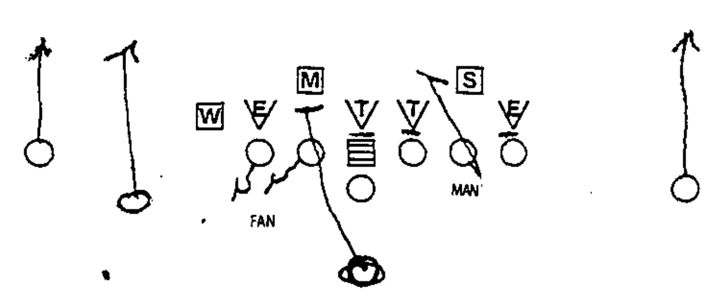

ORANGE UNDER L



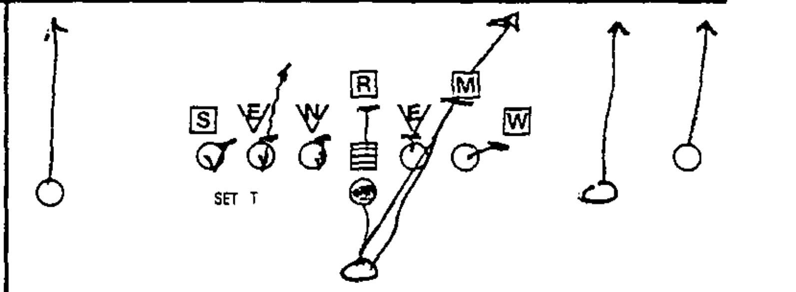

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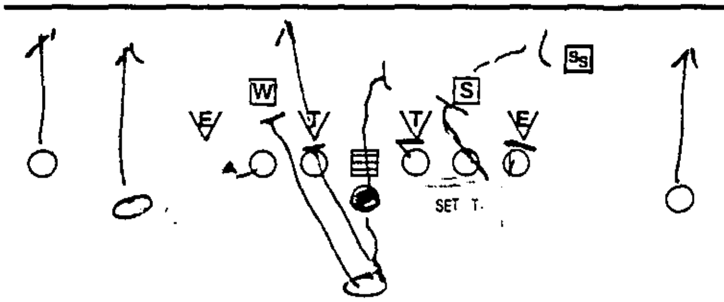

UNDER 40L



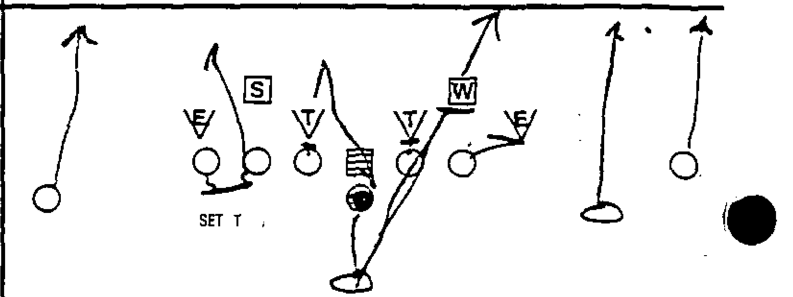

OVER WIDE




ORANGE STRONG

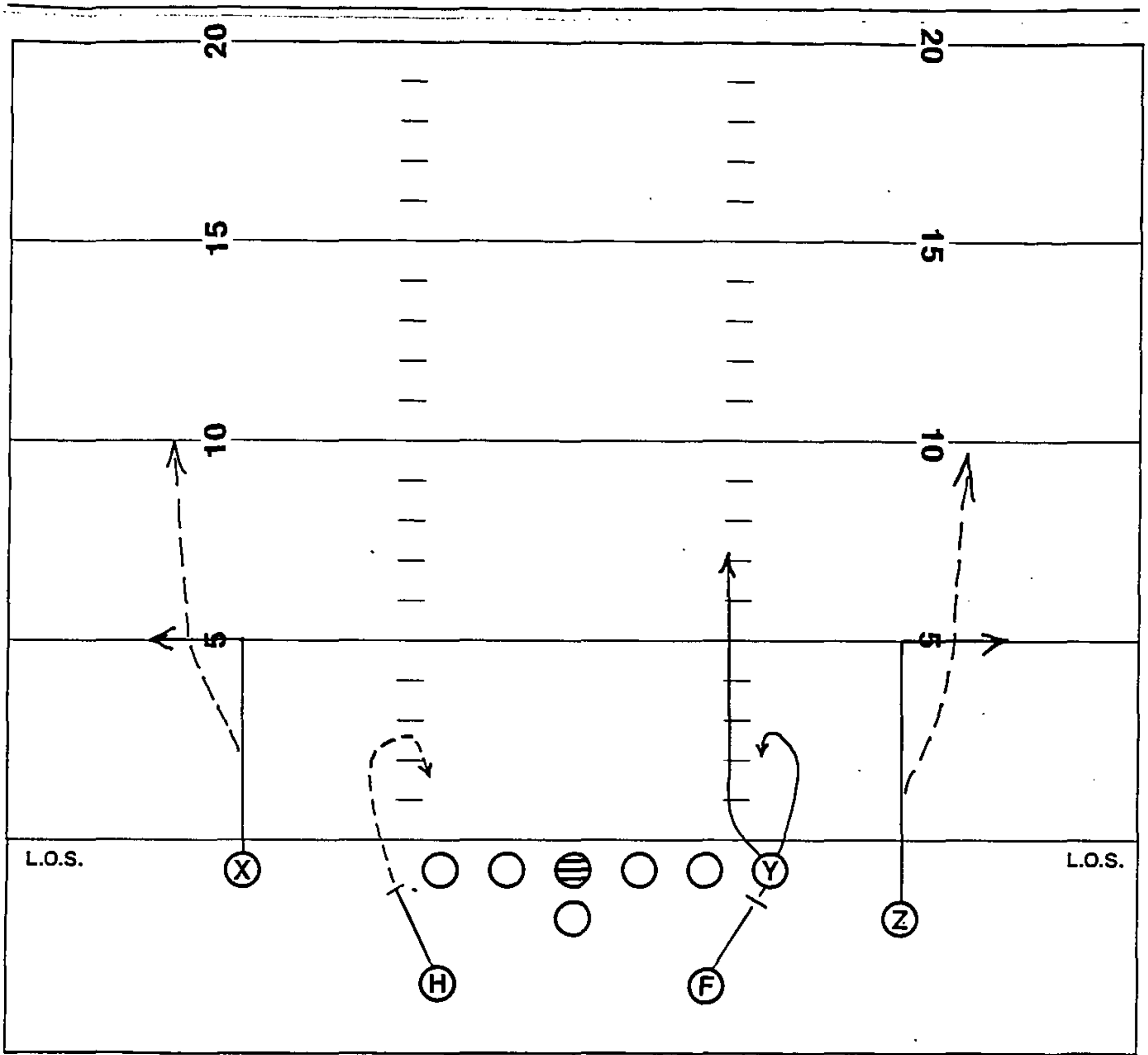



PIRATE



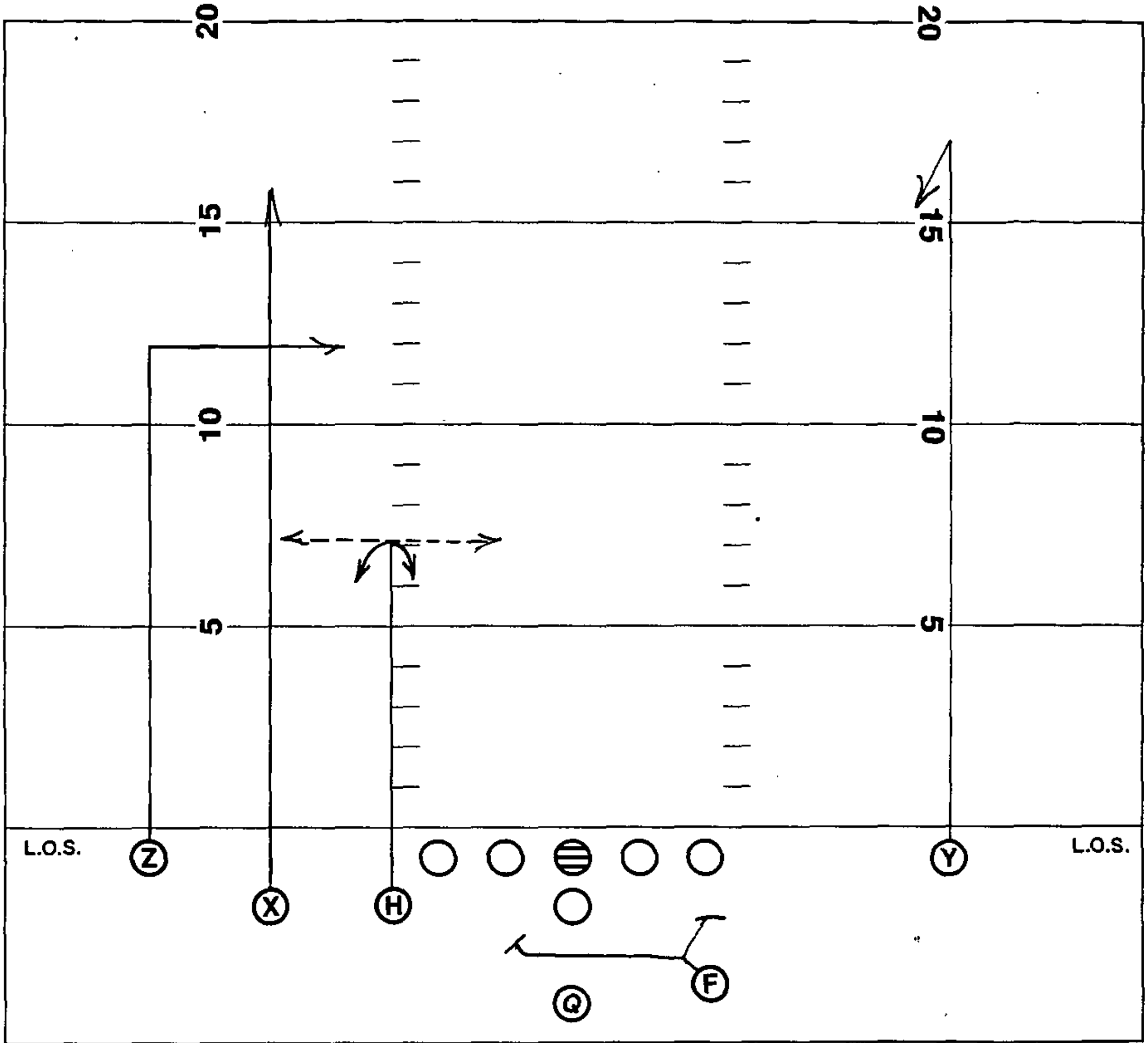

PIRATE

# QUICK 191 (RALLY-KILL CLOCK)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| | Rec. run 9 routes vs. press coverage.<br>Run routes vs. bail technique by corner<br>HF & FB<br>Get open vs. man coverage. |

# KEY LEE/RAM 496 PRESS



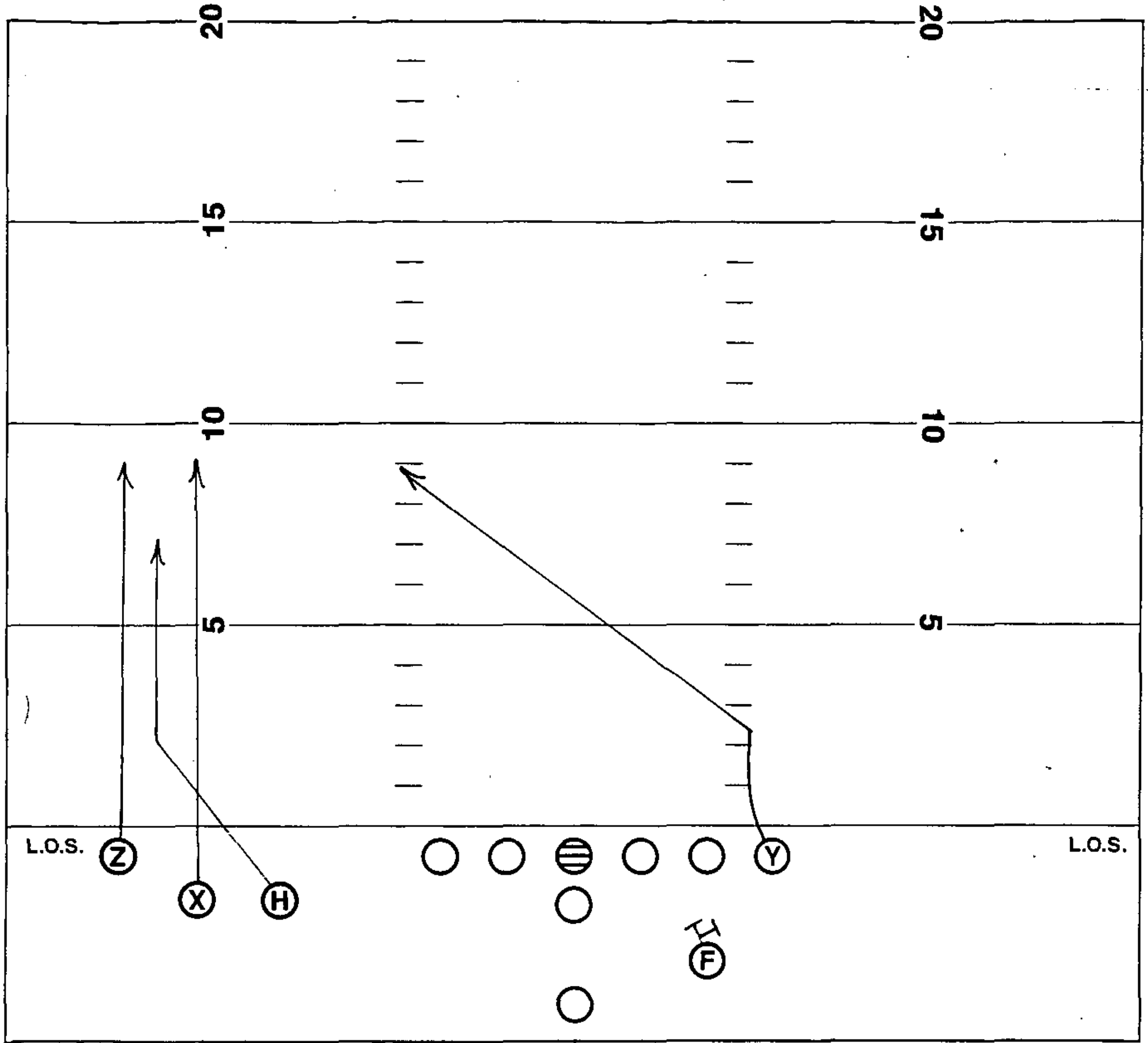

**NOTES**

QB- Any soft coverage, work Y on Four Route. Any other look, work X to Z to H.

**ROUTE ADJUSTMENTS**

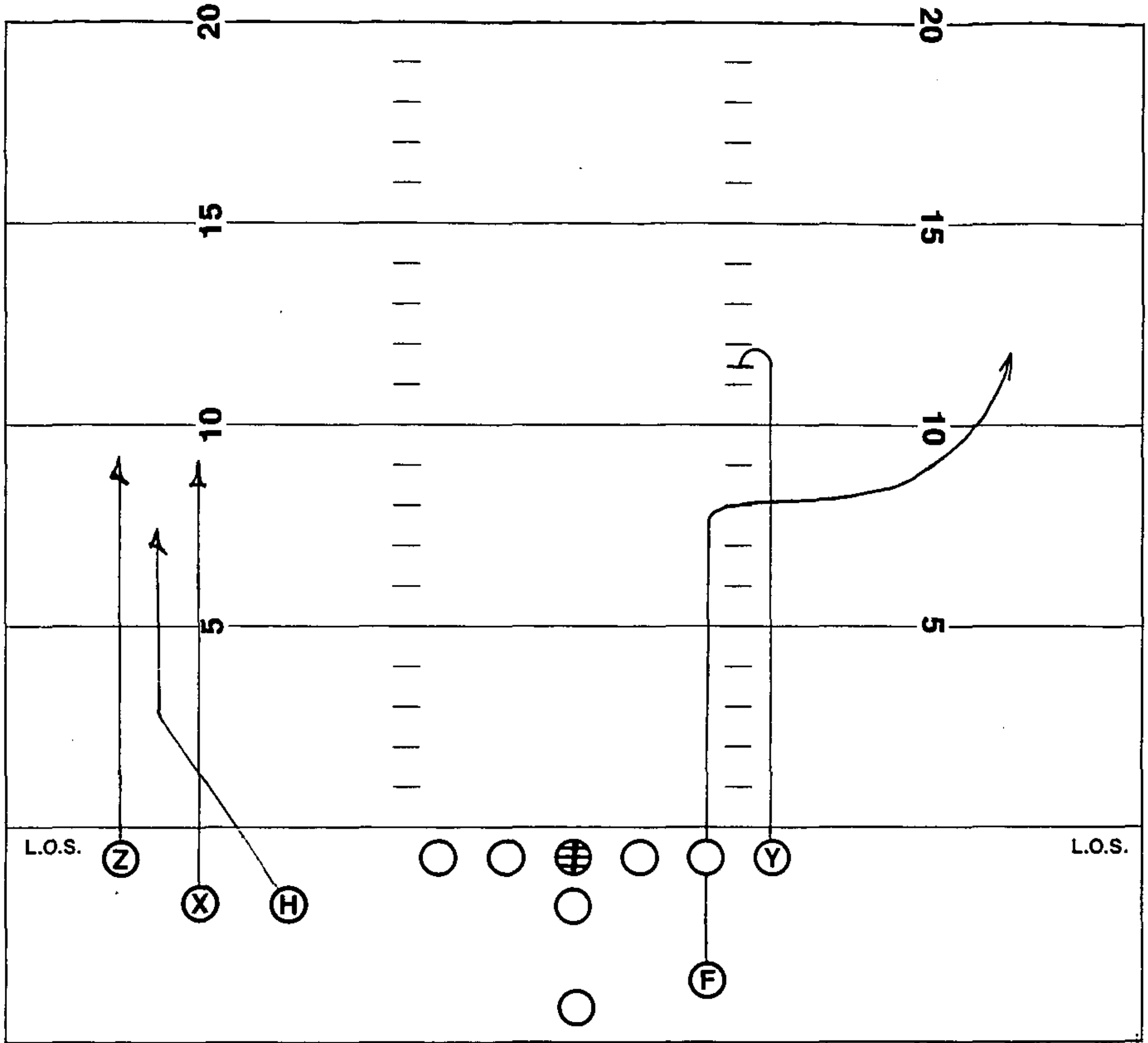
X, Y,
Z & H- All Receivers run routes called.

# LEE/RAM HAIL MARY (Z-5)




| NOTES | ROUTE ADJUSTMENTS |
|---|---|
| QB- Throw the ball as far and as high as possible. | All Receivers try to catch the ball at its highest point. |

# LEE/RAM FLEA FLICKER




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| | |

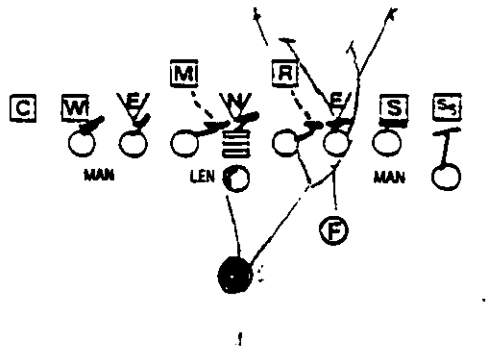
THE LOS ANGELES RAIDERS

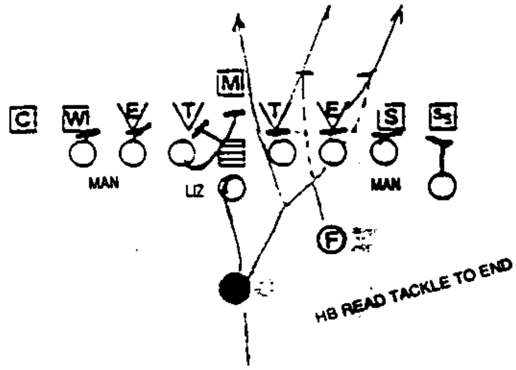
SHORT YARDAGE RUNS

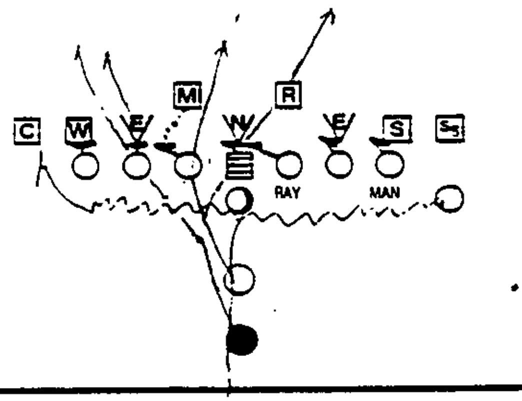
14/15
FIRE PASS FLIP 18/19 HB PASS
SLANT 19/18 U LEAD
49/48 U
59/58 U LEAD
64/65

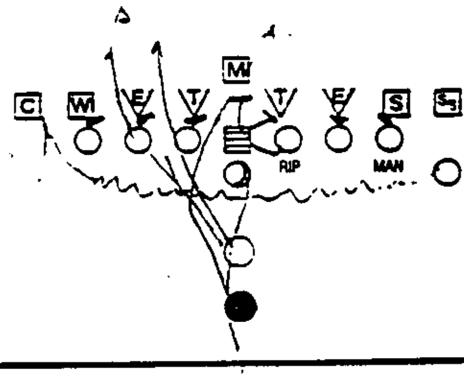
SHORT YARDAGE PASSES

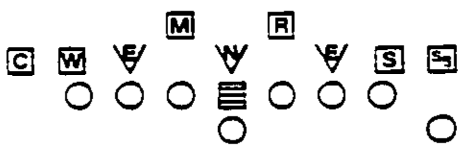
FIRE PASS 14/15 Z SHOOT
F.P. 35 7Ø7 UP
S/LEE/RAM ØØ4 PIVOT SWING
W RT/LT Ø91 CUT
LUCKY/RICKY 762 SNEAK SWING

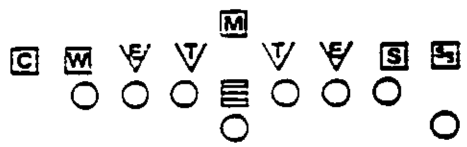

MAN
LEN
MAN

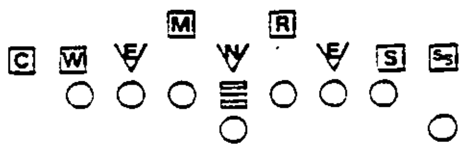

MAN
LIZ
MAN
HB READ TACKLE TO END

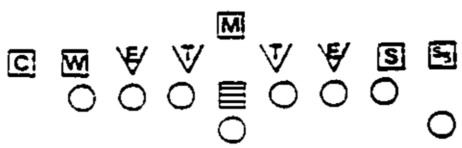

RAY
MAN


RIP
MAN

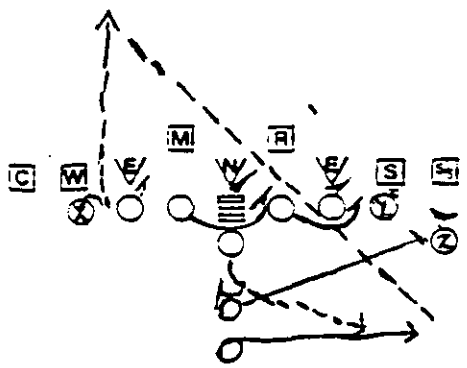


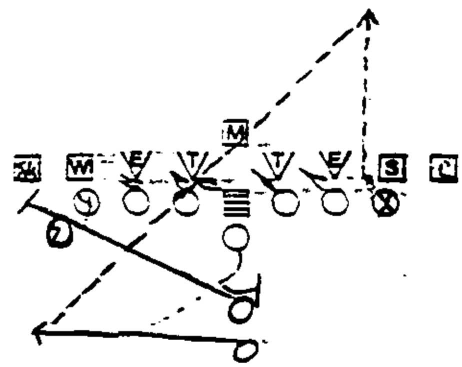


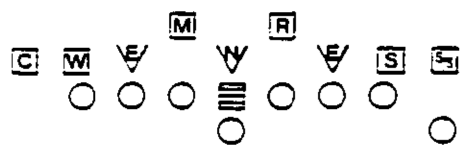


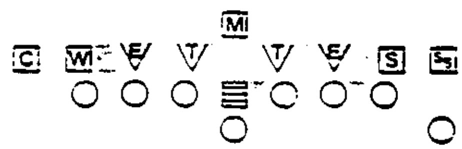


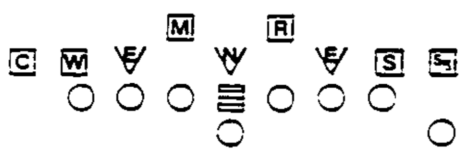
# I RT/LT FIRE PASS FLIP 18/19 HB PASS

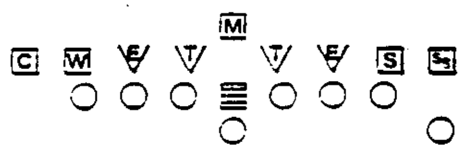


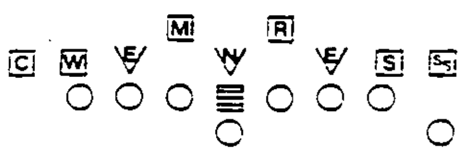


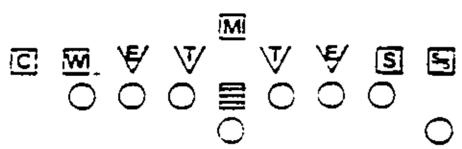






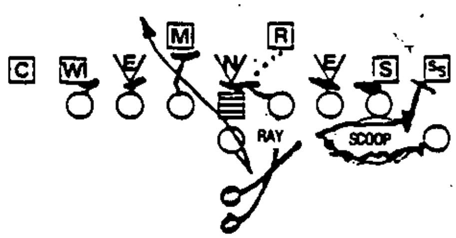




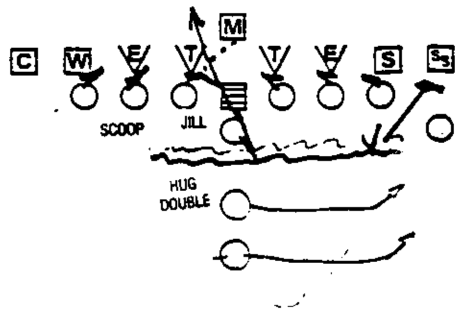


# SLANT 19/18 U LEAD

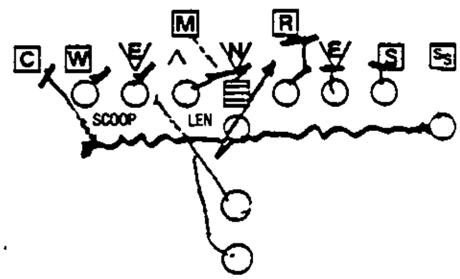
### FAKE 14 QB SNEAK LEFT



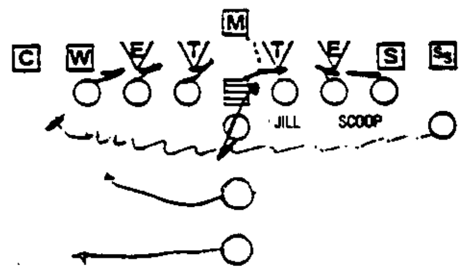

### FAKE FLIP RT QB SNEAK LEFT

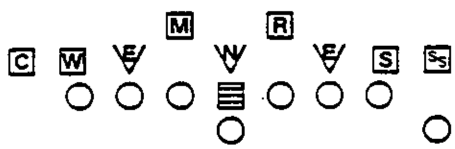


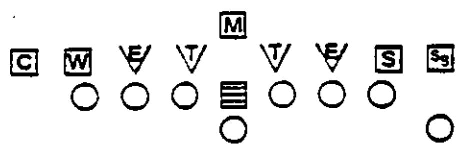

### FAKE 15 QB SNEAK RIGHT

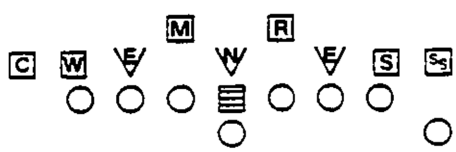


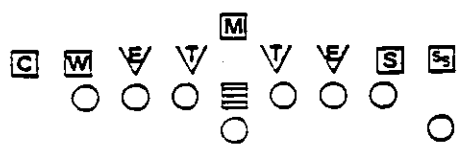

### FAKE FLIP LEFT QB SNEAK RIGHT



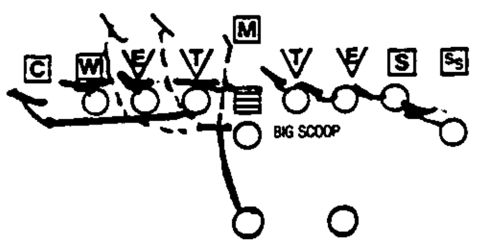



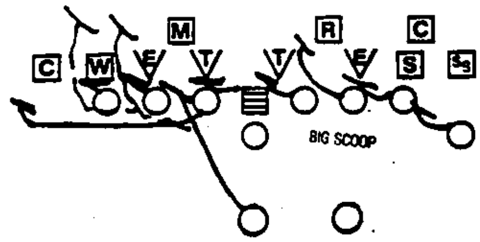


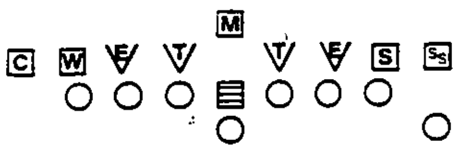


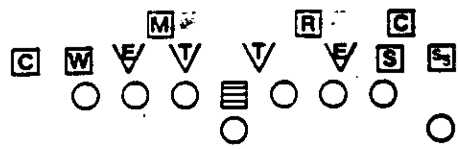


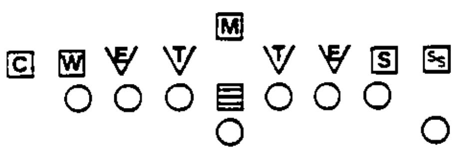
# 49/48 U

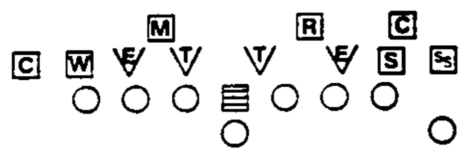

M
C W E T T E S Ss
BIG SCOOP

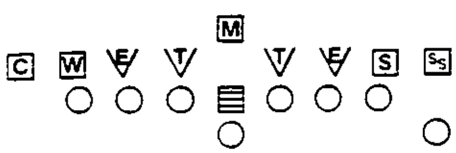

M R C
C W E T T E S Ss
BIG SCOOP

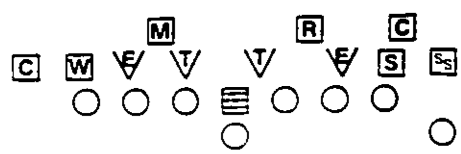

M
C W E T T E S Ss


M R C
C W E T T E S Ss

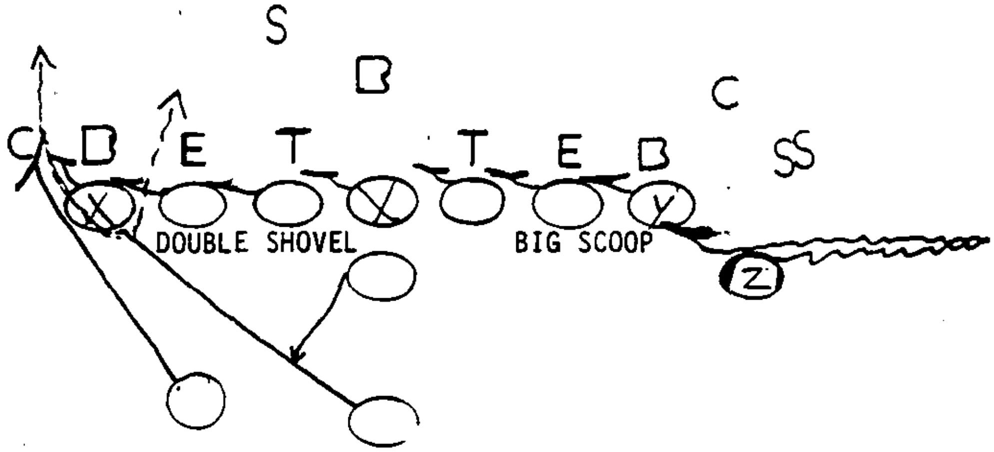

M
C W E T T E S Ss

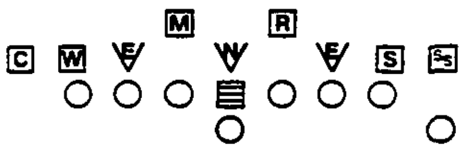

M R C
C W E T T E S Ss

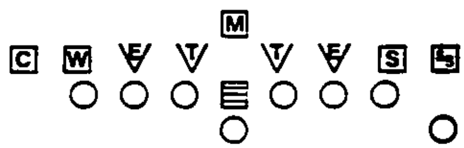

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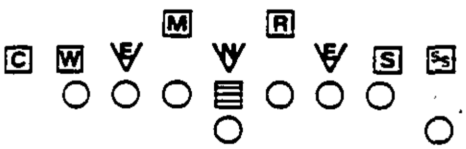

M R C
C W E T T E S Ss

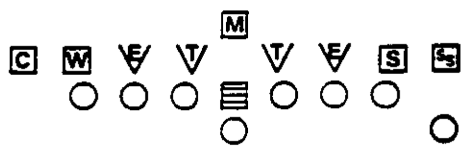
# 59/58 U LEAD

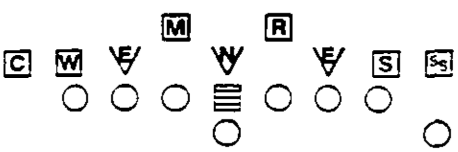


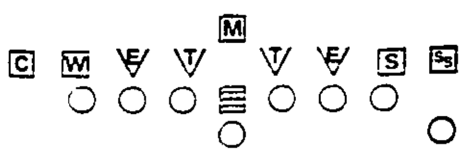



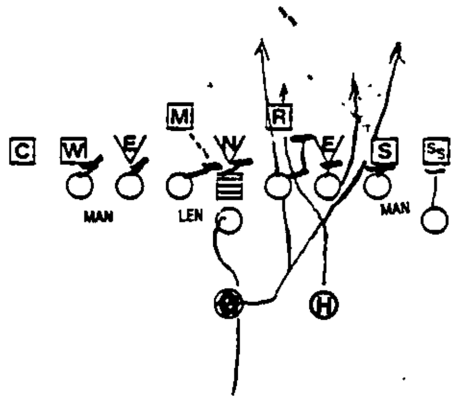


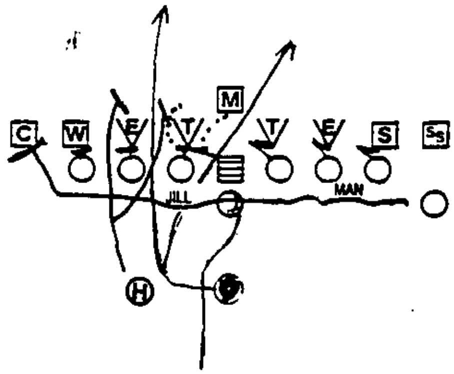


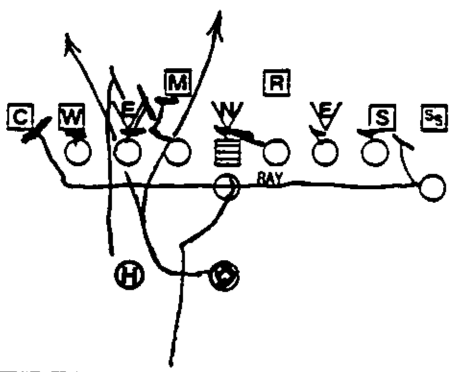


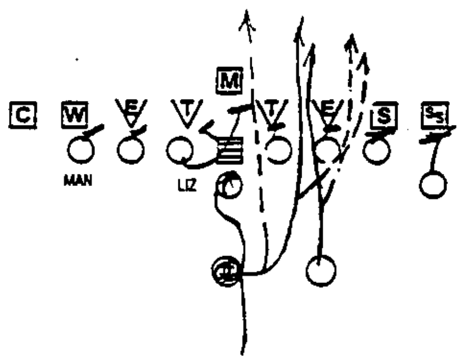


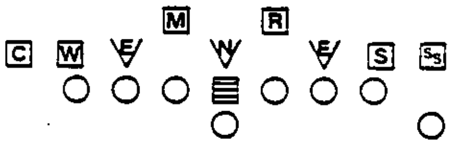


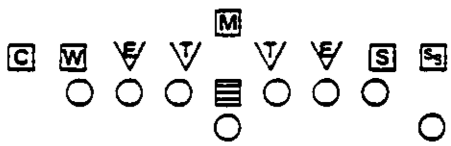

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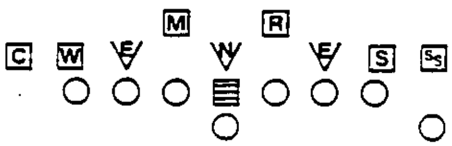

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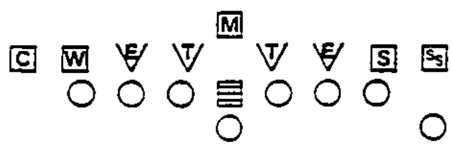

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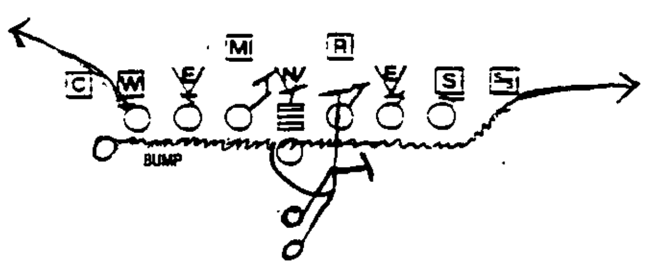

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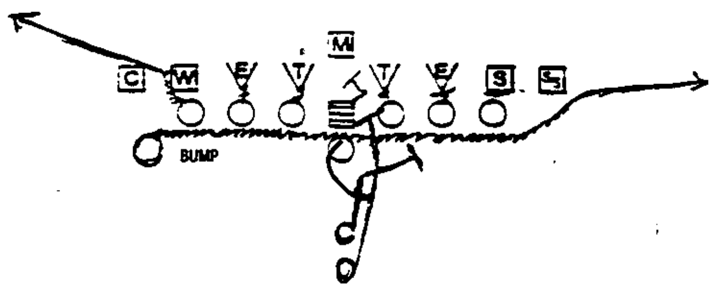

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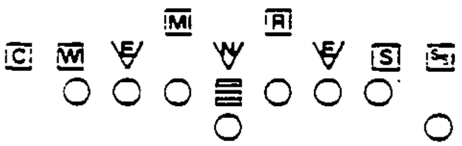

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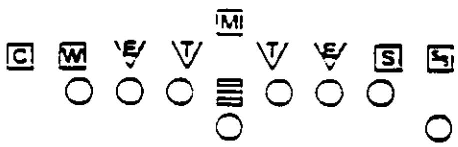

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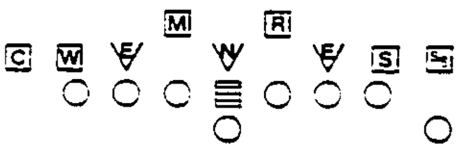
# FIRE PASS 14/15 Z SHOOT

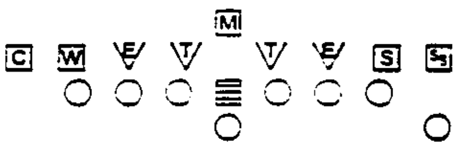


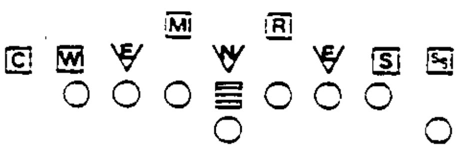



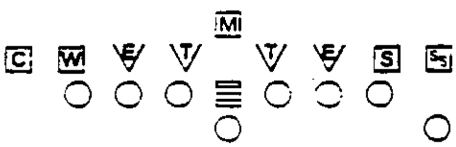





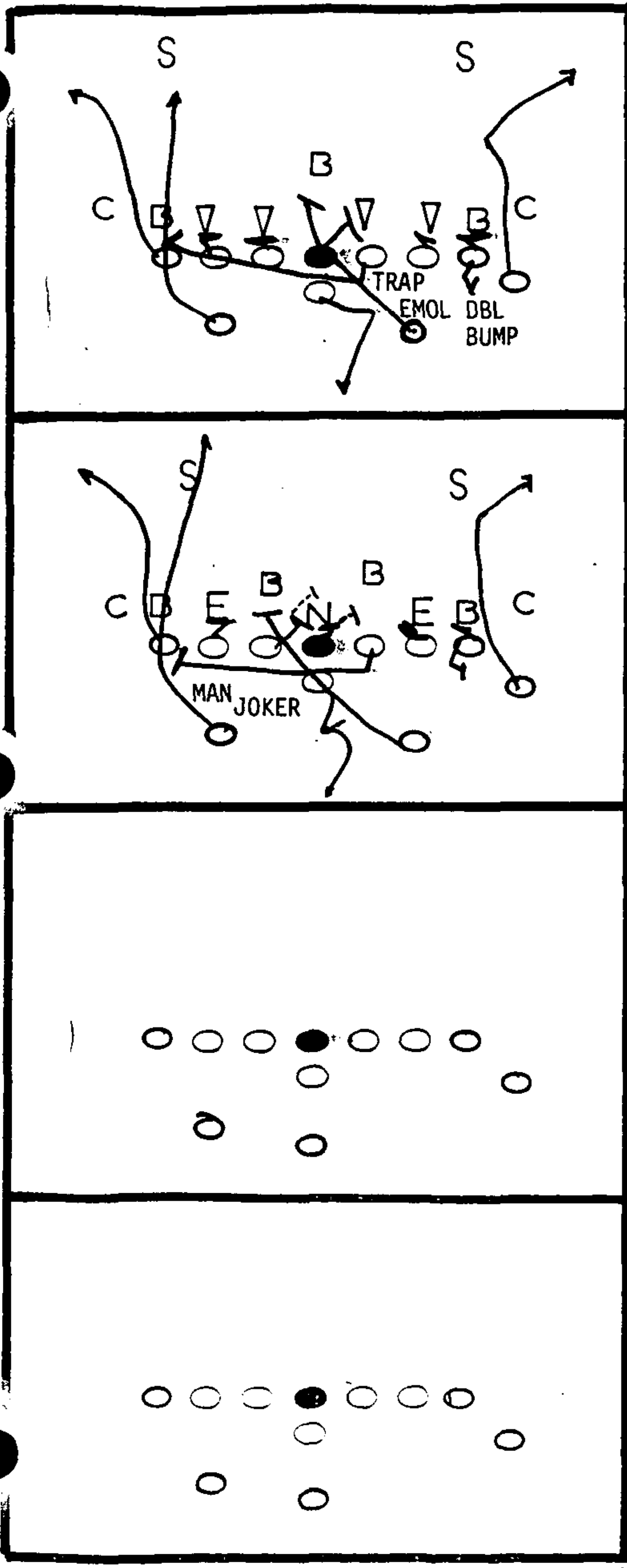




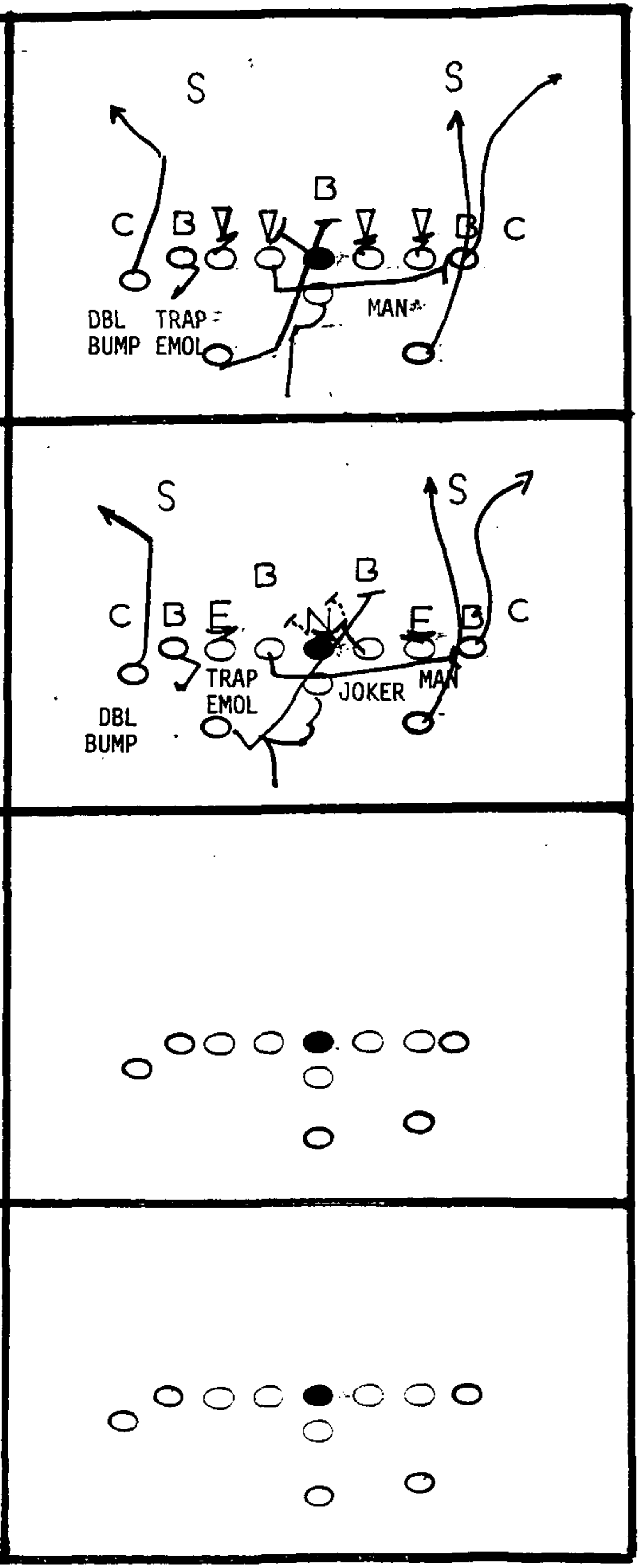




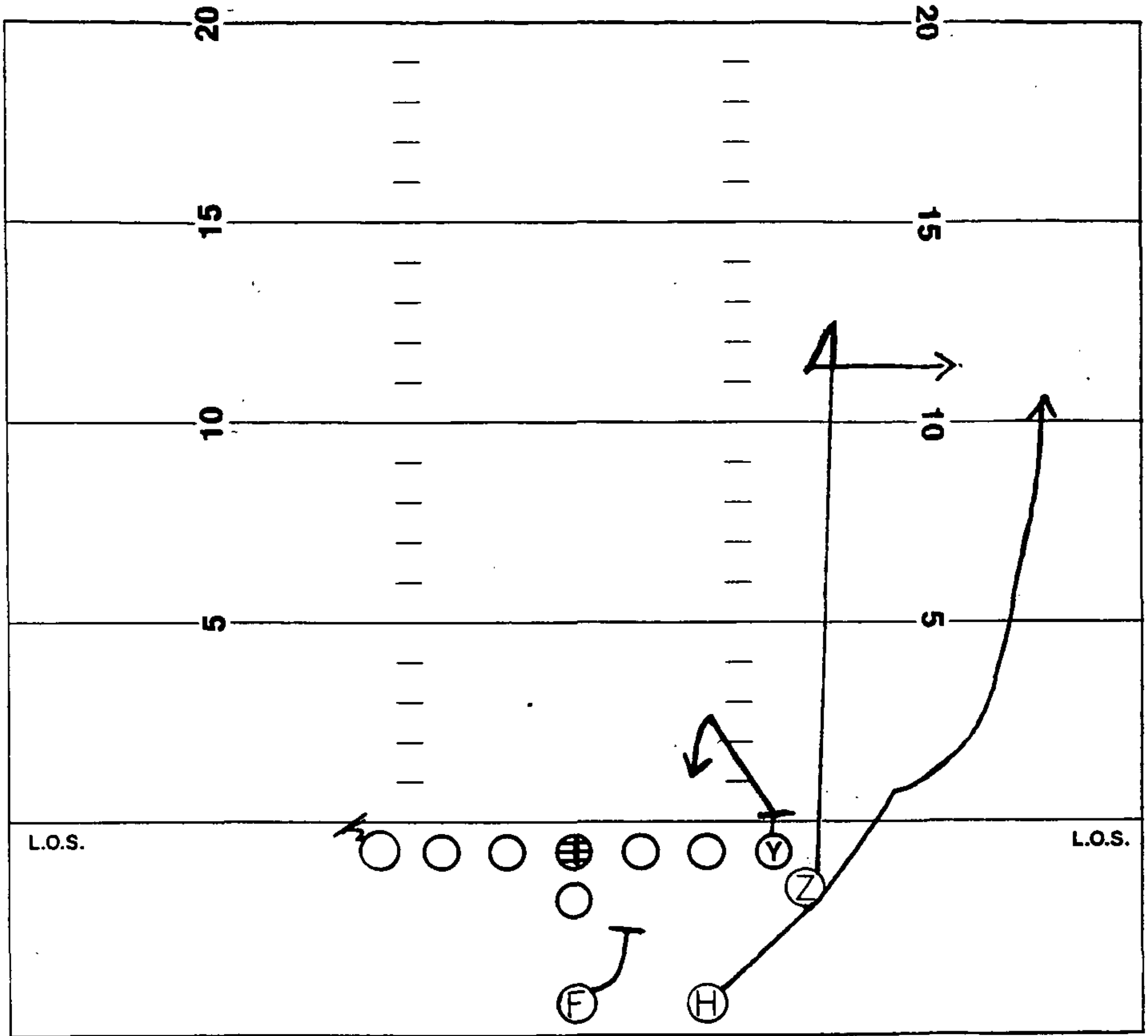
PLAY: F.P. 35 7Ø7 UP




PLAY: F.P. 34 7Ø7 UP



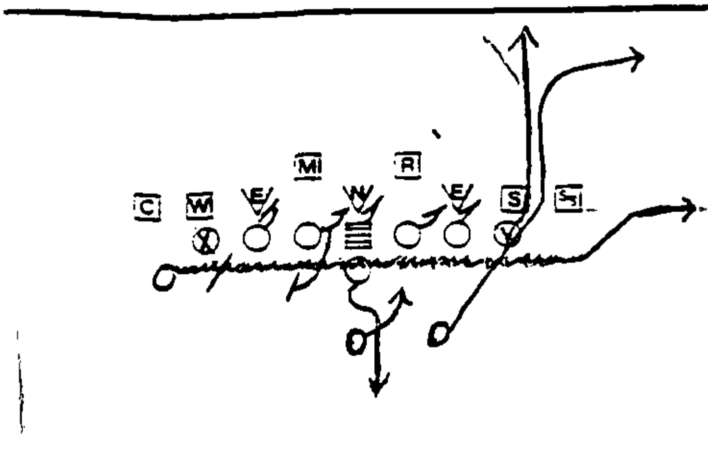
S/LEE/RAM ØØ4 PIVOT SWING

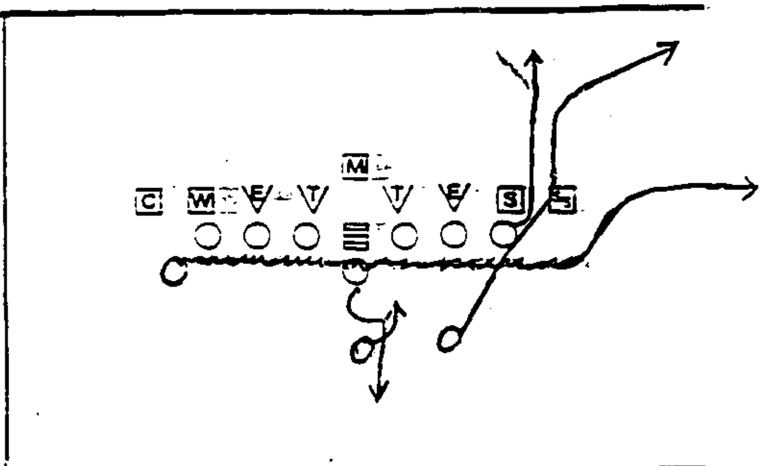


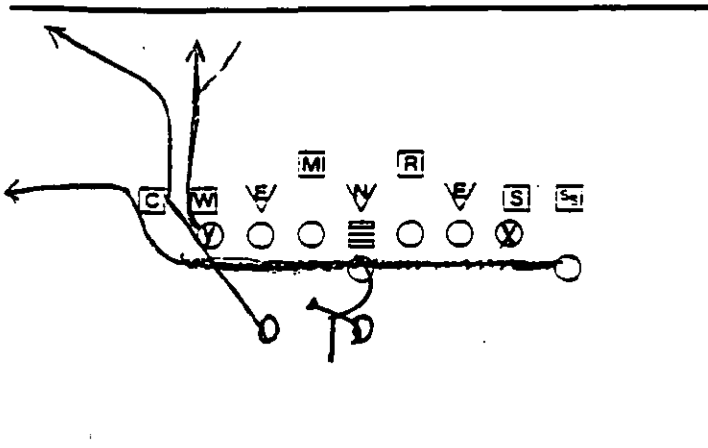

**NOTES**

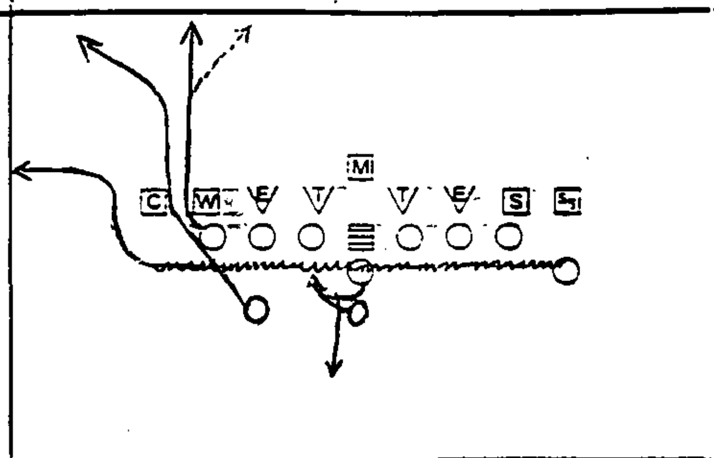
**ROUTE ADJUSTMENTS**

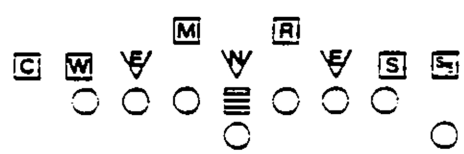
# W RT/LT Ø91 CUT

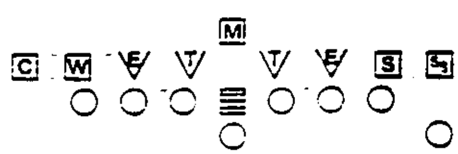


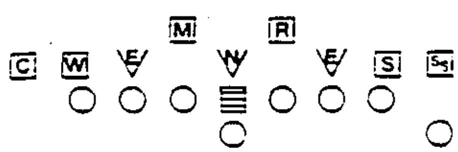


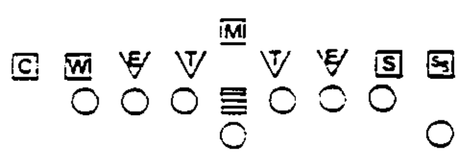




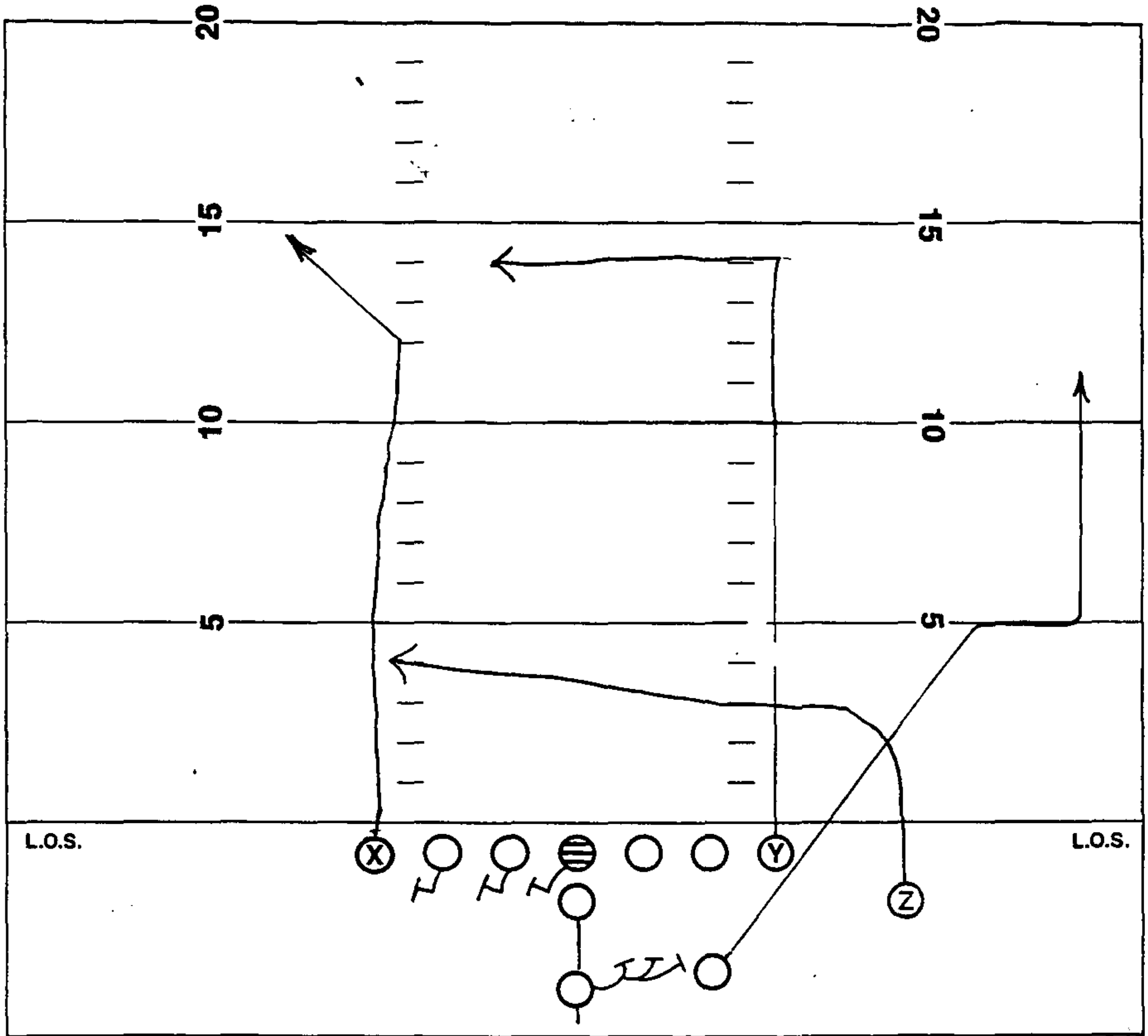








# LUCKY RICKEY 762 SNEAK SWING




| NOTES | ROUTE ADJUSTMENTS |
| --- | --- |
| X- Check corner blitz on release. | |

THE LOS ANGELES RAIDERS

GOAL LINE

RUNS

14/15
64/65
69/68 U
49/48 U

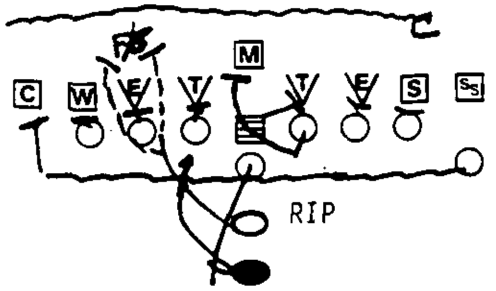
FLIP 18/19 Y/U
SLANT 18/19 U LEAD
TOSS 30/31
59/58 U LEAD

PASSES

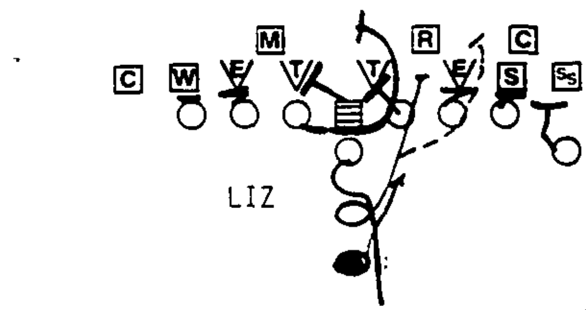
W/LT A SHOOT Y HOOK
W/RT Ø72 FB SHOOT
F.P. 15 U CORNER
F.P. 33 ROLL RT U CORNER
F.P. 14/15 Z SHOOT

# GOAL LINE RUNS - 14/15 - 64/65 - 69/68 U - 49/48 U FORMATIONS

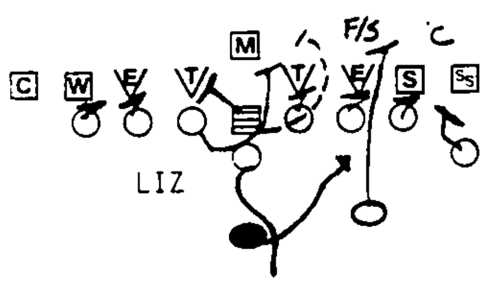
15



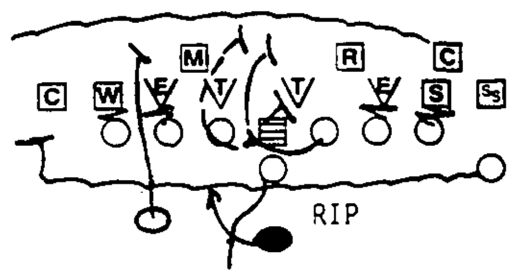

14



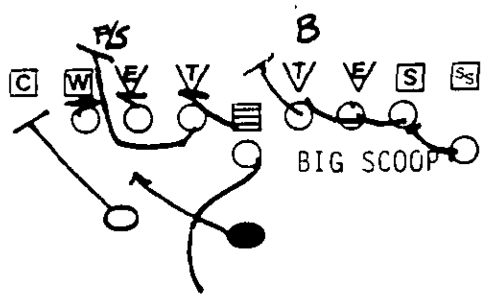

64



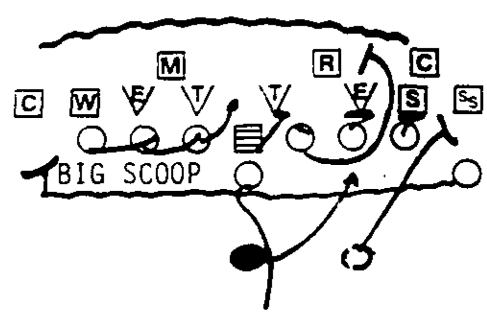

65



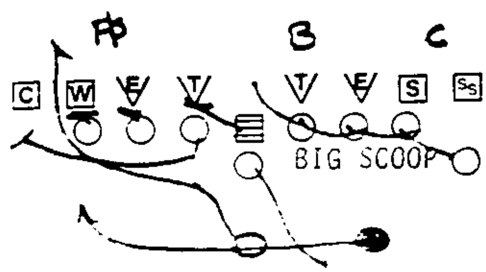

69 U LEAD GAR




68 U LEAD GAR

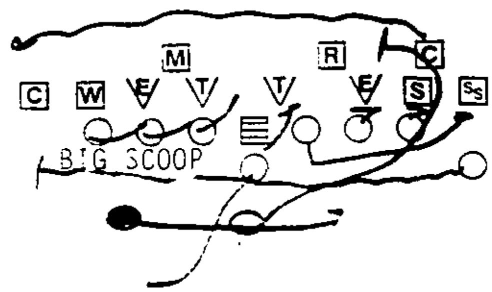



49U

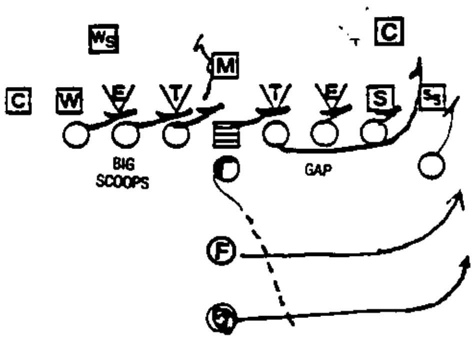


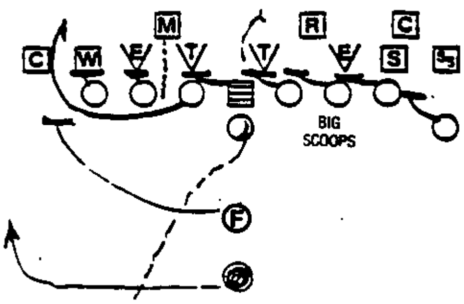

AREA W/CENTER
TRACK LB YOUR SIDE

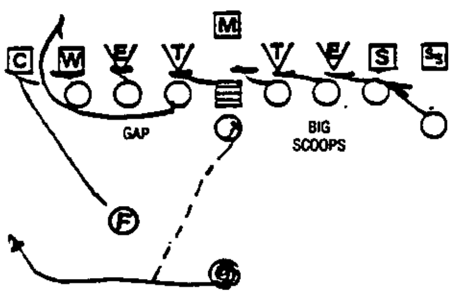
48U

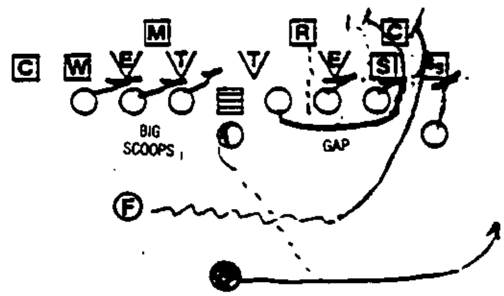


# FLIP 18/19 Y/U

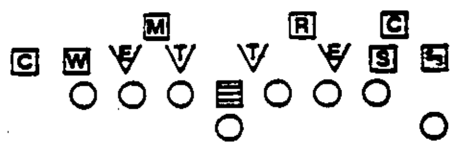


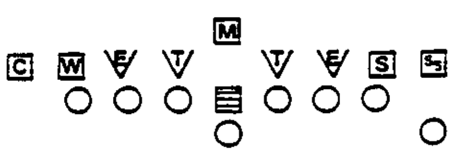



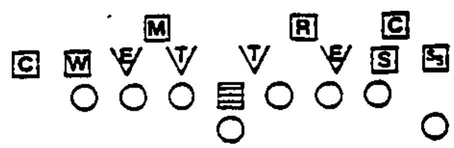



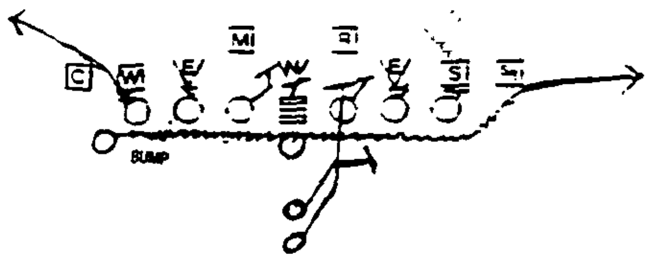


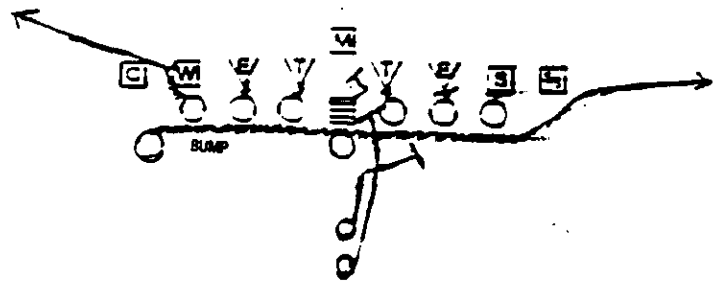



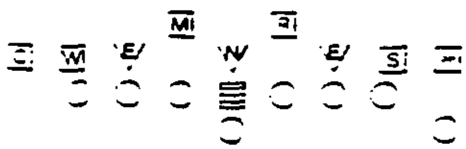




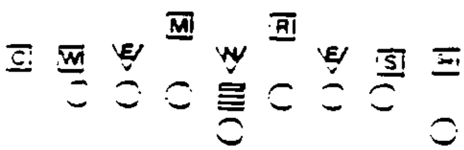
# FIRE PASS 14/15 Z/SHOOT

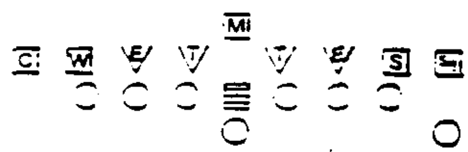


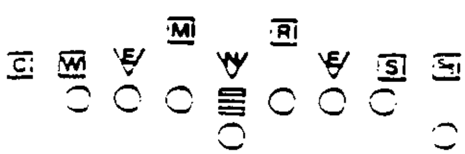



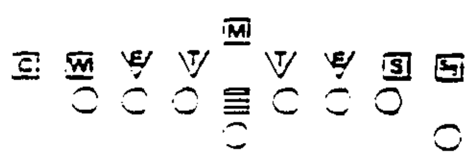





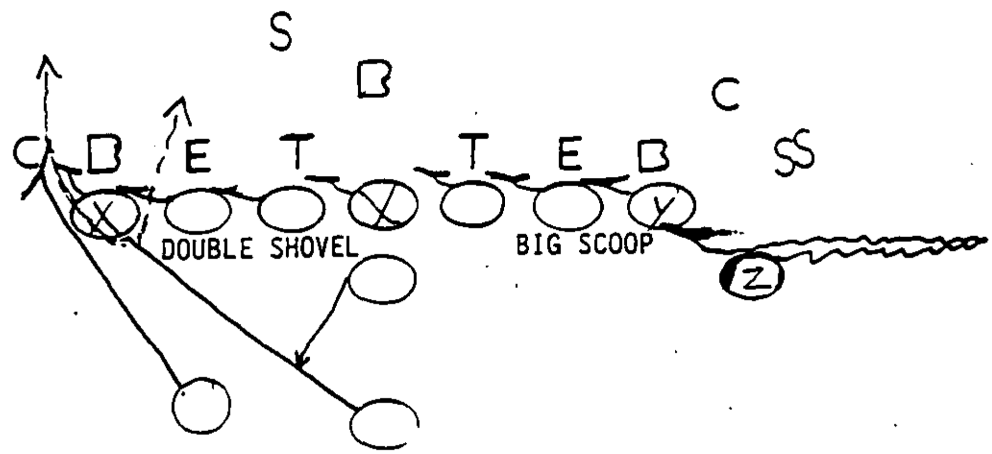


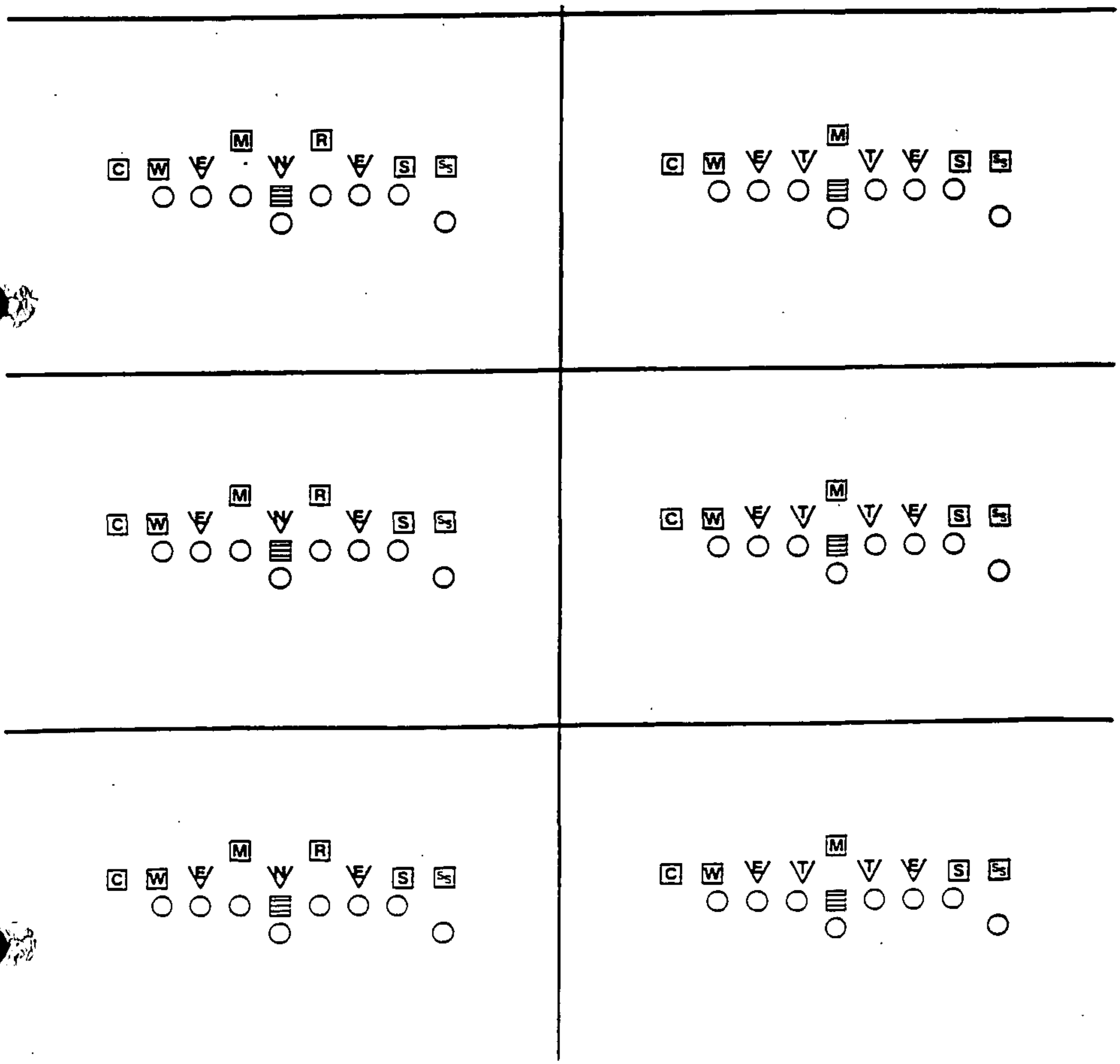






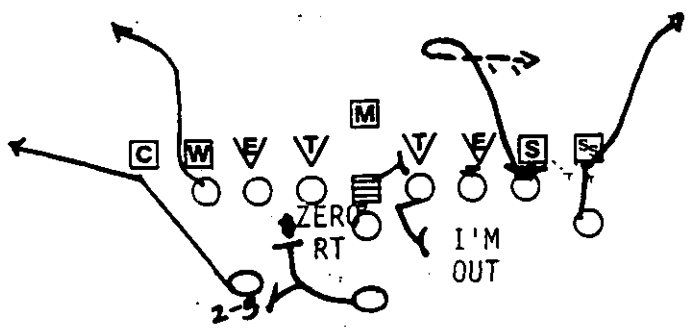
# 59/58 U LEAD



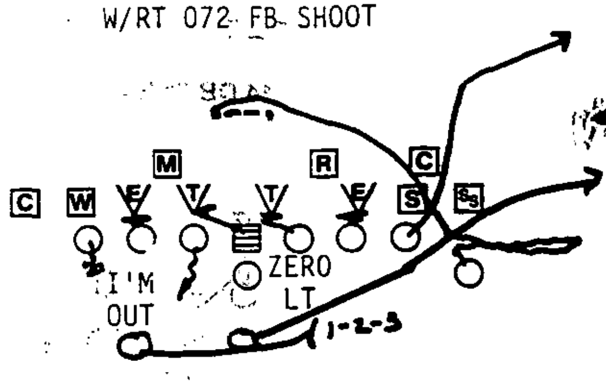



PASSES - W/LT A SHOOT Y HOOK - W/RT Ø72 FB SHOOT
F.P. 15 U CORNER - F.P. 33 ROLL RT U CORNER

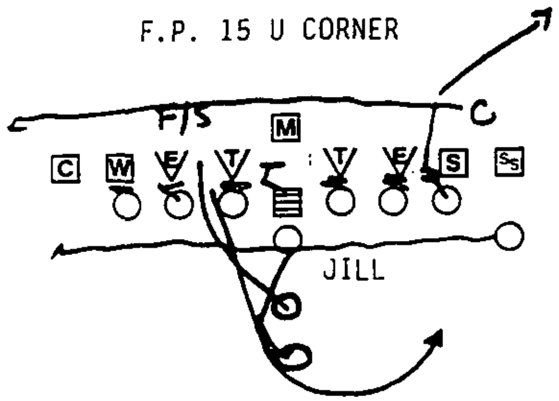
W/LT A SHOOT Y HOOK



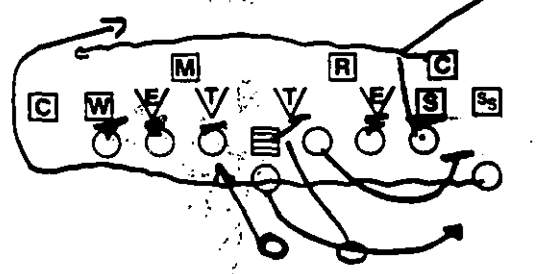

W/RT 072 FB SHOOT

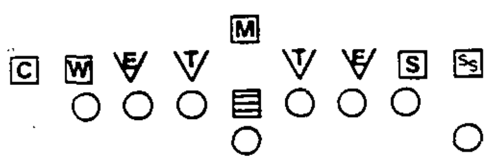


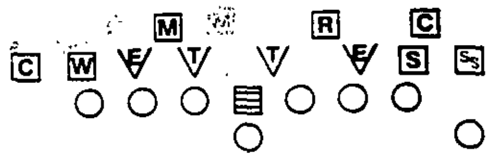

F.P. 15 U CORNER

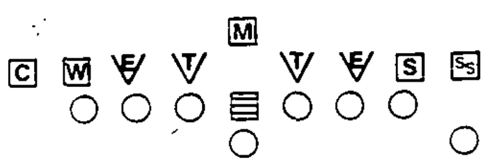


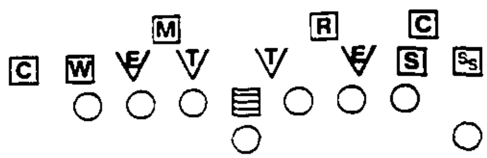

F.P. 33 ROLL RT U CORNER



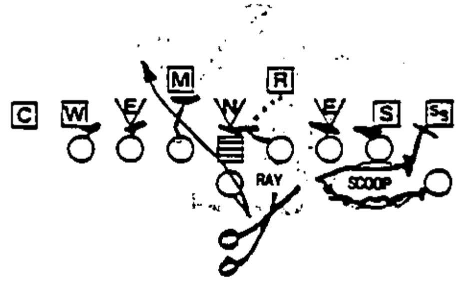




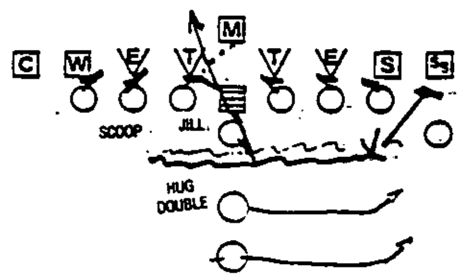


# SLANT 19/18 U LEAD

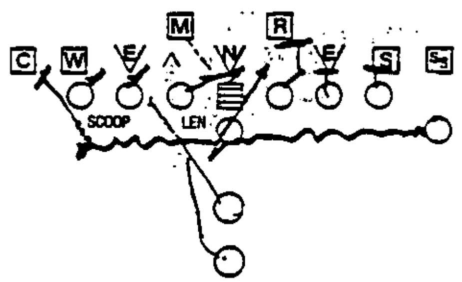
### FAKE 14 QB SNEAK LEFT



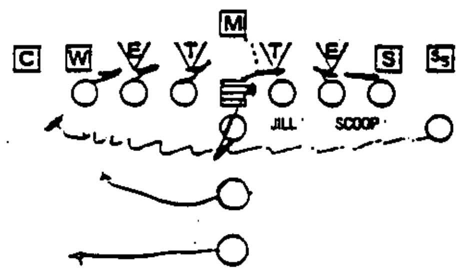

### FAKE FLIP RT QB SNEAK LEFT

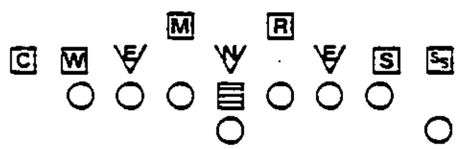


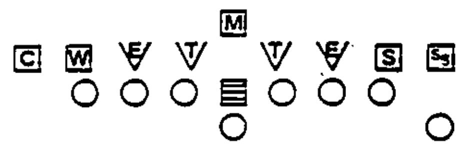

### FAKE 15 QB SNEAK RIGHT

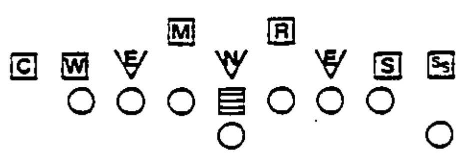


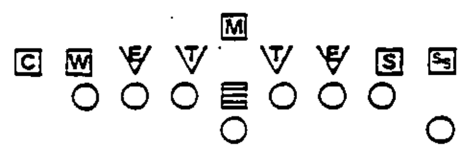

### FAKE FLIP LEFT QB SNEAK RIGHT



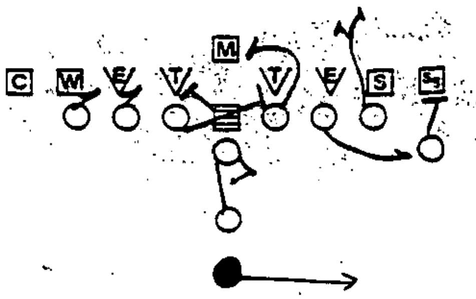



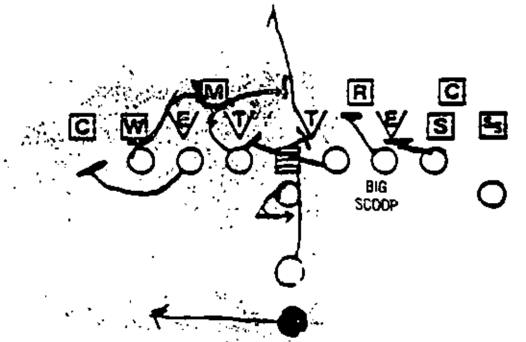



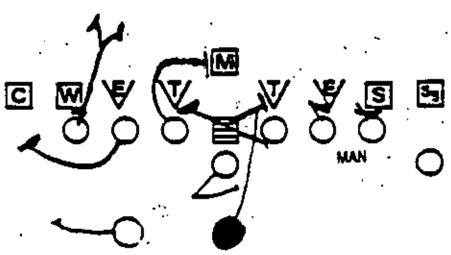



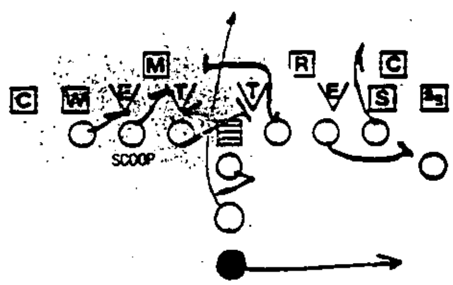



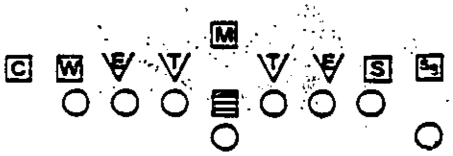
# TOSS 30/31

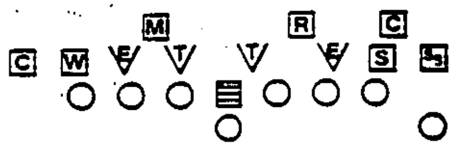

M
C W E T T E S SS

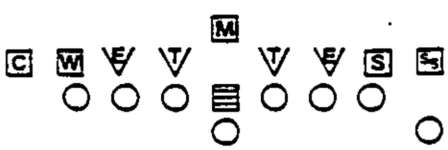

M R C
C W E T T E S SS
BIG SCOOP

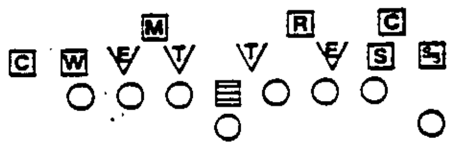

M
C W E T T E S SS
MAN


M R C
C W E T T E S SS
SCOOP


M
C W E T T E S SS


M R C
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(A.M.) / P.M. DAY & DATE: MONDAY, JULY 13, [illegible]992 SHELLS

| | |
|---|---|
| SPECIALISTS STRETCH 8:50 | QB'S/CENTERS |
| TEAM STRETCH 9:00 | |
| PRACTICE | OFFENSE — DEFENSE — |

| INDIVIDUAL | QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|---|
| 9:10 | WARM UP<br>DROPS 3/5/7<br>+ PLAY ACTION<br>THROW ON RUN<br>INDIVIDUAL ROUTES | FOOTWORK<br>CONES - WEAVE<br>RELEASES VS COV.<br>CATCH DRILLS<br>ROUTES W/QB | REVIEW:<br>TREY<br>CTR SPRINT<br>TE ON WHAM<br>TURMOIL TO WEST<br>BEAR | RUNS:<br>PLAY ACTIONS<br>G.L. RUNS |

| | D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|---|
| T.O.<br>GRDR<br>T SLED<br>NRSHNRK | SCRMBLE DRILL<br>BLKING COMBO<br>HOOK<br>T.O.<br>FAN<br>WHAM | WARM UP<br>AGILITY<br>SLED DRILLS<br>ZONE COV. DROPS | FOOTWORK<br>BAIL, STRIP,<br>FLAT & UP<br>CURL/FLAT TECH.<br>FUNNEL, BUMP<br>B/P TECH | BASE RUNS<br>& PASS PRO<br>PLUS BAGS |

| | |
|---|---|
| TEAM 9:30 | DEFENSE: FORMATIONS MOTIONS (EZ/SL) *FIELD #2 -35 GOING EAST EZ |
| TEAM 9:40 | OFFENSE: DOGS OR SAFETY BLITZES (EZ/SL) *FIELD #2 +40 GOING WEST |
| TEAM 9:55 | GOAL LINE: PLAY ACTIONS/RUN (EZ/SL) *FIELD #2 +3 GOING WEST |
| TEAM 10:10 | REGULAR PLAY ACTIONS (EZ/SL) *FIELD #2 50 GOING WEST |
| TEAM 10:25 - 10:45 | 2 EIGHT PLAY DRIVES (EZ/SL) *FIELD #2 |

| TEAM | | | |
|---|---|---|---|
| OFFENSE | | | |
| DEFENSE | | | |

[illegible]OD

SPECIALISTS POSITION

A.M. / (P.M.)

DAY & DATE: MONDAY, JULY 13, 1992

PADS

| | |
|---|---|
| SPECIALISTS STRETCH 2:50 | QB'S/CENTERS / PUNTERS – RETURNERS / LB'S / |
| TEAM STRETCH 3:00 | |
| PRACTICE | OFFENSE — DEFENSE — |

| INDIVIDUAL | QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|---|
| 3:10 | WARM UP<br>QB'S W/FRED<br>INDIVIDUAL ROUTES<br>QB TO JOE | WEAVE<br>ACROSS FIELD<br>RELEASES<br><br>ROUTES<br>W/QB'S | REVIEW:<br>FRONTS<br>TREYS<br>172 SWIRL<br>707 ZOOM<br>Y T.O. UP | BEAR PROTECTION<br>BEAR PASSES<br>PASS PRO<br>DRILLS<br>RAG DOLL<br>SPIN-IN-OUT<br>UPFIELD |

| | D-LINE | LB'S | DB'S A.D. CROSSING | O-LINE |
|---|---|---|---|---|
| | T.O. BLKING COMBO<br>GRDR NRSH NRKN<br>T SLED HOOK<br>FAN<br>WHAM | WARM UP<br>AGILITY<br>SLED DRILLS<br>TACKLING<br>KEY DRILL VS OL<br>M/M COVERAGE | C.O.D. / ZOOM<br>TACKLE / B/P T-BARS<br>SLED / WEAVE<br>ANGLE / W-DRILL<br>S.L.<br>DEEP 1/3 DRILL / DEEP 1/3 DRILL | BASE RUNS<br>& PASS PRO<br><br>PLUS BAGS |

| | |
|---|---|
| TEAM 20 YD LINE 3:30 | RUN & PASS (EZ/SL) * FIELD #1 GOING WEST (WEST EZ - 20) |
| TWO LINE 3:45 | WR'S/DB'S 1 ON 1 (SL)<br>RB'S/LB'S 1 ON 1 (EZ) +40 TOWARDS TENNIS COURTS — OL/DL= INDIVIDUAL |
| SKELETON 3:55 | 7 ON 7 (SL)*FIELD #1 GOING WEST — EZ 50 YD LINE — PASS RUSH (EZ) FIELD #2 OL/DL WEST END |
| TEAM 4:20 | RUN/PASS<br>(EZ/SL) *FIELD #1 |
| CONDITIONING 4:40 | |
| OFFENSE | |
| DEFENSE | |
| SPECIAL PERIOD | |
| POST | WEIGHTS SPECIALISTS POSITION |

Shuffle Left:
Shuffle Rt.
Weave
} Stress Hand Quickness

Butt and Run } Rogers Sled

61 - Tony Rawl
55 - Rich Stevens plays w/ eyes down
78 -
62 - Tom Roth eyes down
64 - TODD. Pete.
63 - Josh
71

(A.M.)/ P.M. | DAY & DATE: TUESDAY, JULY 14, 1992 PADS

**SPECIALISTS STRETCH** 8:50 — QB'S/CENTERS

**TEAM STRETCH** 9:00

**PRACTICE** — OFFENSE — | DEFENSE —

**INDIVIDUAL** 9:10

| QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|
| WARM UP<br>DROPS<br>PLAY ACTION<br>THROW ON RUN<br>TURMOIL/DRILL<br>NAKED<br>F.P. 35/34 - 58/59 | WEAVE ACROSS FIELD<br>CONES<br>RELEASES<br>ROUTES | 608 WIDE/775<br>CTR OT DASH<br>NDK<br>T. BLOCK<br>762 707 UP<br>F.P. 58 POST SWG | SLED WORK<br>RUN PLAYS<br>P/A |

| D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|
| T.O. GRDR T SLED<br>BLKING COMBOS<br>JRSH NRKN<br>WHAM<br>BACK DOOR SCOOP<br>P. RUSH TECH.<br>HANDS<br>LD RIP K.O.<br>~~HUMP~~ | WARM UP<br>AGILITY<br>COV. REVIEW<br>BLITZ REVIEW | BAIL<br>STRIP<br>FLAT & UP<br>TACKLE B/P T-BARS<br>SLED WEAVE<br>ANGLE W-DRILL<br>PURSUIT TACKLE DRILL<br>~~8 FUNNEL TECH. CLOUD~~ | BASE RUNS<br>& PASS PRO |

**TAKE OFF** 9:30 — OFFENSE - SHEILDS EAST EZ *FIELD #2 +20 GOING EAST

**GROUP** 9:40 — OFFENSE - REVIEW BLITZ DEFENSE - FIELD #2 +20 GOING EAST

**RUN PERIOD** 9:55 — 9 ON 7 1/2 LINE - 1ST 10 MINS. REC. WORK ON ROUTES/DB'S - DRILL(EZ)(SL) FIELD #2 +35 GOING EAST

**SPEC. PERIOD** 10:20 — TEAM OFFENSE VS. DEFENSE
8 MIN - SHYDG FIELD#2 +40 GOING WEST (EZ/SL)
7 MIN - DEFENSE (OUTSIDE RUNS)

**GOAL LINE** 10:35 — OFFENSE
RUN/PLAY ACTION (EZ) (SL)
*FIELD #2 +3 GOING WEST
*RECEIVERS/DEFENSIVE BACKS INSIDE 20 OR 10 YD. LINE ROUTES

**BLITZ PERIOD** 10:50 — DEFENSE
OFFENSE VS. DEFENSE
SHOOTS/DOGS/SAFETY BLITZ
(EZ/SL) -25 GOING EAST

**F.G./X-PT** 11:05 — *FIELD #1

**POST** — WEIGHTS | SPECIALISTS | POSITION

1. Neck Roll
2. Upper Torso Swing
3. Shoulders Swing
   Back
   Front
4. Upper Body Twist. Both sides
5. Trunk Rotation
6. Bends
   Forward
   Side to Side
   Pull the right ankle
   Pull the left ankle
7. Forward lean rear leg crossover

A.M. (P.M.) DAY & DATE: TUESDAY, JULY 14, 1992 SHELLS

| | |
|---|---|
| SPECIALISTS STRETCH 2:50 | QB'S/CENTERS |
| TEAM STRETCH 3:00 | |
| PRACTICE | OFFENSE — DEFENSE — |

| INDIVIDUAL | QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|---|
| 3:10 | WARM UP<br>1 QB TO JOE<br>INDIVIDUAL ROUTES W/FRED<br>STRESS 4/5/6/8 | WEAVE ACROSS FIELD/RELEASES<br><br>QB'S - ROUTES | COMING OUT<br>S-LEE ØØ4 PIVOT<br>SWING<br>H.O. 18/19 Y LD<br>414 CIRCLE Y T.O.<br>672 PIVOT FLAT | PASS PRO<br>RUSH/RAG DOLL<br>SPRINT TURN |

| | D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|---|
| | T.O.<br>GRDR<br>T SLED<br>BLKING COMBO<br>WHAM<br>NRSH NRKN<br>BACK DOOR SCOOP<br>ARM UNDER<br>P. RUSH TECH.<br>HANDS<br>LD RIP K.O. | WARM UP<br>AGILITY<br>TACKLING<br>DEY DRILL<br>M/M COV. | FOOTWORK<br>A.D. CROSSING<br>C.O.D. ZOOM<br><br>QUARTERS<br>READS | BASE RUNS &<br>PASS PRO |

| | |
|---|---|
| TEAM 3:35 | COMING OUT (EZ/SL) *FIELD #1 -1 GOING EAST EZ WEST<br>OFFENSE/DEFENSE |
| TEAM 3:50 | WING & DOT FORMATIONS - WASHINGTON/EAGLE |
| TEAM 4:05 | BEAR/3RD & LONG *FIELD #1 -20 GOING EAST<br>(EZ/SL) |
| TEAM 4:20 | RUN & PASSES<br>SCREENS-DRAWS-GADGETS (EZ/SL)<br>*FIELD #1 -40 GOING WEST EZ |
| TEAM 4:35 | 2 - 8 PLAY DRIVES<br>(EZ/SL) *FIELD #1 |
| OFFENSE | |
| DEFENSE | |
| SPECIAL PERIOD | |
| POST | WEIGHTS SPECIALISTS POSITION |

A.M. / (P.M.)

DAY & DATE: TUESDAY, JULY 14, 1992 SHELLS

SPECIALISTS STRETCH 2:50 — QB'S/CENTERS

TEAM STRETCH 3:00

PRACTICE — OFFENSE — DEFENSE —

INDIVIDUAL 3:10

| QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|
| WARM UP<br>1 QB TO JOE<br>INDIVIDUAL ROUTES<br>W/FRED<br>STRESS 4/5/6/8 | WEAVE ACROSS<br>FIELD/RELEASES<br><br>QB'S - ROUTES | COMING OUT<br>S-LEE ØØ4 PIVOT<br>SWING<br>H.O. 18/19 Y LD<br>414 CIRCLE Y T.O.<br>672 PIVOT FLAT | PASS PRO<br>RUSH/RAG DOLL<br>SPRINT TURN |

T.O. / GRDR / T SLED

| D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|
| BLKING COMBO<br>WHAM<br>NRSH NRKN<br>BACK DOOR SCOOP<br>ARM UNDER<br>P. RUSH TECH.<br>HANDS<br>LD RIP K.O. | WARM UP<br>AGILITY<br>TACKLING<br>DEY DRILL<br>M/M COV. | FOOTWORK<br>A.D. CROSSING<br>C.O.D. ZOOM<br><br>QUARTERS<br>READS | BASE RUNS &<br>PASS PRO |

TEAM 3:35 — COMING OUT (EZ/SL) *FIELD #1 -1 GOING EAST EZ WEST
OFFENSE/DEFENSE

TEAM 3:50 — WING & DOT FORMATIONS - WASHINGTON/EAGLE

TEAM 4:05 — BEAR/3RD & LONG *FIELD #1 -20 GOING EAST
(EZ/SL)

TEAM 4:20 — RUN & PASSES
SCREENS-DRAWS-GADGETS (EZ/SL)
*FIELD #1 -40 GOING WEST EZ

TEAM 4:35 — 2 - 8 PLAY DRIVES
(EZ/SL) *FIELD #1

OFFENSE

DEFENSE

SPECIAL PERIOD

POST — WEIGHTS — SPECIALISTS — POSITION

(A.M.) / P.M. DAY & DATE: WEDNESDAY, JULY 15, 1992 SHELLS

| | |
|---|---|
| SPECIALISTS STRETCH 8:50 | QB'S/CENTERS |
| TEAM STRETCH 9:00 | |
| PRACTICE | OFFENSE — DEFENSE — |

| INDIVIDUAL | QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|---|
| 9:10 | WARM UP<br>BINGO PREP<br>DROPS<br>PLAY ACTION<br>WAGGLE/BOOT<br>DASH | WEAVE ACROSS FIELD<br>9 ROUTES<br>FOOTWORK<br>CONES<br>RELEASES VS. COV.<br>ROUTES VS. AIR<br>QB ROUTES | REVIEW<br>TED<br>BOOT<br>WAGGLE<br>ROCKER<br>S-LUG 0Ø0 SEAM<br>H.O. 18/19 | RUNS 58/59<br>BINGO Y LD<br>NEW RUNS<br>14/15 Y LD<br>DLY 14/15<br>F 18/19 Y LD<br>H.O. 18/19 Y L |
| | **D-LINE** | **LB'S** | **DB'S** | **O-LINE** |
| | T.O. P. RUSH TECH.<br>T SLED HANDS<br>STEPS SPIN<br>LD RIP DBLE CLUB<br>K.O. POWER | WARM UP<br>SLED DRILLS<br>(FOOTWORK &<br>HANDS)<br>REVIEW COV.<br>2, 5, 7 | FOOTWORK<br>BAIL, STRIP,<br>FLAT & UP | BASE RUNS<br>AND PASS<br>TECH'S |

| | | |
|---|---|---|
| TAKE-OFF 9:35 | OFFENSE - SHIELDS EAST EZ | |
| GROUP 9:45 | OFFENSE - REVIEW BLITZ | DEFENSE - PURSUIT DRILL |
| RUN PERIOD 10:00 | TEAM - INCLUDE PLAY ACTION | FIELD #2 -35 YD LINE GOING WEST TOWARD TENNIS COURTS EZ-WEST |
| SPEC. PERIOD 10:20 | PIRATE & BANDIT<br>+40 FIELD #2 GOING WEST | |
| GOAL LINE 10:35 | RUN/PLAY ACTION (EZ)<br>(SL)<br>*FLIED #2 +3 GOING WEST | *RECEIVERS/DEFENSIVE BACKS INSIDE 20 OR 10 YD. LINE ROUTES |
| TEAM 10:50 | BINGO - DRIVES<br>5 PLAYS | |
| F.G./X-PT. 11:05 | *FIELD #1 | |
| POST | WEIGHTS | SPECIALISTS POSITION |

A.M./P.M. (A.M. circled)

DAY & DATE: THURSDAY, JULY 16, 1992 — SHELLS

| Period | Activity |
|---|---|
| SPECIALISTS STRETCH 8:50 | QB'S/CENTERS |
| TEAM STRETCH 9:00 | |
| PRACTICE | OFFENSE — / DEFENSE — |

**INDIVIDUAL 9:10**

| QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|
| WARM UP<br>REVIEW DROPS<br>THROW ON RUN<br>INDIVIDUAL ROUTES<br>WORK 4/5/6 RT | WEAVE<br>ACROSS FIELD<br>CONES<br>FOOTWORK<br>QB-ROUTES | CTR OT BLOCK<br>TREY BLOCK<br>VS. WIDE<br>TED BLOCK<br>Z FADE G.L. | WARM UP<br>RELEASES/PASS<br>RUN PLAYS |

| D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|
| T.O. / GRDR / T SLED / REVIEW / G.L.<br>P. RUSH TECH<br>LD RIP K.O.<br>POWER<br>HANDS<br>SPIN<br>HUMP<br>DBLE CLUB | WARM UP<br>KEY DRILL<br>COV. REVIEW | FOOTWORK<br>DAVID/ZEBRA — SAME<br>STRIP<br>2 READS<br>BOX TECH — B/P T-BARS<br>WEAVE<br>W-DRILL | BASE RUNS<br>& PASS<br>PRO |

| Period | Activity | |
|---|---|---|
| TAKE-OFF 9:30 | OFFENSE - BAGS EAST EZ | |
| GROUP 9:40 | OFFENSE - REVIEW | DEFENSE - REVIEW |
| RUN PERIOD 9:55 | 9 ON 7 PIRATE & BANDIT - DEF. CARDS 4WR'S | FIELD #2 - 35 GOING WEST TOWARDS TENNIS COURTS EZ-WEST |
| SPEC. PERIOD 10:15 | MOTIONS/FORMATIONS-<br>SHIFTS ONLY<br>*FIELD #2<br>GOING WEST<br>(EZ/SL) | |
| GOAL LINE 10:30 | RUN/PLAY ACTION (EZ) (SL)<br>*FIELD #2 +3 GOING WEST | *RECEIVERS/DEFENSIVE BACKS INSIDE 20 OR 10 YD. LINE ROUTES |
| BLITZ PERIOD 10:40 — OFFENSE | OFFENSE VS. DEFENSE<br>SHOOTS/DOGS/SAFETY BLITZ<br>(EZ/SL) -25 GOING EAST | |
| DEFENSE | | |
| F.G./X-PT 11:05 | *FIELD #1 | |
| POST | WEIGHTS / SPECIALISTS / POSITION | |

A.M. / (P.M.) | DAY & DATE: FRIDAY, JULY 17, 1992 | PADS

| | |
|---|---|
| SPECIALISTS STRETCH 2:50 | QB'S/CENTERS |
| TEAM STRETCH 3:00 | |
| PRACTICE | OFFENSE — DEFENSE — |

| INDIVIDUAL | QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|---|
| 3:10 | WARM UP<br>DROPS<br>3/5/7<br>TIMING<br>INDIV. RTES. | WARM UP<br>WEAVE ACROSS FIELD<br>9 ROUTES<br>CONES<br>CATCHING W/FRED | WARM UP<br>REVIEW<br>ROUTES<br>DEPTHS<br>CATCHING W/TERRY | SLED<br>RAG DOLL<br>ROUTES |
| | **D-LINE** | **LB'S** | **DB'S** | **O-LINE** |
| | T.O. NRSH NRKN<br>GRDR BLKING COMBOS<br>T SLED HOOK<br>STEPS T.O.<br>WHAM | WARM UP<br>TACKLING<br>KEY DRILL<br>REVIEW COV'S | A.D. CROSSING<br>ZOOM B/P T-BARS<br>TACKLE: WEAVE<br>SLED W-DRILL<br>ANGLE<br>CURL FLAT TECH | BASE RUNS<br>& PASS PRO |

| | |
|---|---|
| TEAM 20 YD LINE 3:30 | RUN & PASS (EZ/SL) * FIELD #1 GOING WEST (WEST EZ - 20)<br>INCLUDE PIRATE/BANDIT |
| TWO LINE 3:45 | WR'S/DB'S 1 ON 1 (SL) OL/DL= INDIVIDUAL<br>RB'S/LB'S 1 ON 1 (EZ) +40 TOWARDS TENNIS COURTS |
| SKELETON 3:55 | 7 ON 7 (SL)*FIELD #1 GOING WEST EZ 50 YD LINE PASS RUSH (EZ) FIELD #2 OL/DL WEST END |
| TEAM 4:20 | RUN/PASS<br>(EZ/SL) *FIELD #1 |
| CONDITIONING 4:40 | |

OFFENSE

DEFENSE

SPECIAL PERIOD

POST | WEIGHTS | SPECIALISTS | POSITION

A.M./P.M. — DAY & DATE: FRIDAY, JULY 17, 1992 — SHELLS

| | |
|---|---|
| SPECIALISTS STRETCH 8:50 | QB'S/CENTERS |
| TEAM STRETCH 9:00 | |
| PRACTICE | OFFENSE — / DEFENSE — |

**INDIVIDUAL 9:10**

| QB'S | WR'S | TE'S | RB'S |
|---|---|---|---|
| WARM UP<br>DROPS 3/5/7<br>+ PLAY ACTION<br>THROW ON RUN<br>INDIVIDUAL ROUTES | FOOTWORK<br>CONES - WEAVE<br>RELEASES VS COV.<br>CATCH DRILLS<br>ROUTES W/QB | REVIEW:<br>TREY<br>CTR SPRINT<br>TE ON WHAM<br>TURMOIL TO WEST<br>BEAR | RUNS:<br>PLAY ACTIONS<br>G.L. RUNS |

T.O.<br>GRDR<br>T SLED<br>NRSHNRK

| D-LINE | LB'S | DB'S | O-LINE |
|---|---|---|---|
| SCRMBLE DRILL<br>BLKING COMBO<br>HOOK<br>T.O.<br>FAN<br>WHAM | WARM UP<br>AGILITY<br>SLED DRILLS<br>ZONE COV. DROPS | FOOTWORK<br>BAIL, STRIP,<br>FLAT & UP<br>2 READ DRILL<br>B/P-T-BARS<br>WEAVE<br>W-DRILL | BASE RUNS<br>& PASS PRO<br>PLUS BAGS |

| | |
|---|---|
| TEAM 9:30 | DEFENSE: FORMATIONS (EZ/SL) MOTIONS *FIELD #2 -35 GOING EAST EZ |
| TEAM 9:40 | OFFENSE: DOGS OR SAFETY BLITZES (EZ/SL) *FIELD #2 +40 GOING WEST |
| TEAM 9:55 | GOAL LINE: PLAY ACTIONS/RUN (EZ/SL) *FIELD #2 +3 GOING WEST |
| TEAM 10:10 | REGULAR PLAY ACTIONS (EZ/SL) *FIELD #2 50 GOING WEST |
| TEAM 10:25 - 10:45 | 2 EIGHT PLAY DRIVES (EZ/SL) *FIELD #2 |

TEAM — OFFENSE / DEFENSE

SPECIAL PERIOD

POST — WEIGHTS — SPECIALISTS — POSITION